GIRL_FRAME
Isabelle M. Ruebsaat

Table of Contents

Introduction 2
Making a Girl 5
How to Play 6
  Basic Girl Plays 8
  Basic Frame Plays 11
Heat 13
Identities 13
Tags 14
Bonds 15
Status 16
Assets 17
Permissions 18
Punishments 19
Void 20
Fighting Outside the Frame 21
Sex 21
Girl Playbooks 22
  Princess 23
  Mockingbird 26
  Stim-Blissed 28
  Newgirl 30
  Casualty 32
  Oldgen 34
  Vatgrown 36
Frame Playbooks 39
  The Prince 40
  CONSUME 43
  JANUS 46
  DoctorDoctor Mk. II 49
  Wyvern 0.4 51
  The Enforcer 55
The Handler 58
  Handler Plays 59
  The World Battlefield 61
  Missions 63
Handler Creation 65
  Mistress 66
  Dogrunner 67
  Scientist 68
  Frantic 70
Gorgons 72
  Gorgon Plays 73
Gorgon Classes 74
Gorgon Types 77
  Incubus-Type 78
  Dopplegänger-Type 79
  Jackdaw-Type 80
  Mother-Type 81
Harpies 82
  Harpy Playbook 83
Rebellion 86
  Rebel Playbook 88
Credits 90
Patch Notes 91

INTRODUCTION

Girl Frame Discord Server. Come join, chat, etc.

> **Content Notes:** *Misgendering/transphobia, homophobia, sexism, abuse, sexual assault, drug abuse, toxic relationships, dehumanization, fascism, body horror, torture, brainwashing, ableism, nonconsensual surgical procedures, lobotomies, hallucinations, memory loss*
>
> **Promises:** *Messy lesbians, toxic power dynamics, giant robots fighting eldritch horrors, oppression, and hard choices*

What is Girl Frame?

Girl Frame is a TTRPG using the Powered by the Apocalypse Engine (specifically the version designed by Rae Nedjadi for Apocalypse Keys) to tell a story about lesbian pilots, forced into half-living mech suits and sent by their Handler to kill Gorgons: eldritch beings from outside reality.

Setup

One player will play as the Handler who manages the world of the game. The Handler maintains the rules of the setting and gives the Girls challenges to overcome, while trying to maintain the Foundation's rules and keep the world from being overwhelmed by the Gorgon threat.

The rest of the players each will play a Girl, one of the Pilots of the Vital Frames. They'll play their character honestly, chafe against challenges presented by the Handler and other Girls, and see whether they can resist their oppression or fall to it.

You'll need some d6s (ideally 2 per player), as well as pencils and paper.

How Do We Play?

While the rest of the text will get into the nitty-gritty, essentially each of you is playing to experience the character you have created. You can frame the game as a set of rules that facilitates and aids you in having a Conversation. You will discuss what happens conversationally, and occasionally, when it seems appropriate, the rules demand it, or you want to drive home a statement, you will make Plays.

Plays are not the only things you can do, but they are your tools for making an impact on the world mechanically. You can make your Plays as you like (unless the rules say otherwise).

Finally: this game is constraining. Other players and your Handler can use their own Plays to demand that you act in certain ways, and sometimes they might be able to force you outright. This game does not necessarily respect your agency, and it certainly does not respect your character's agency. If this is a problem for you, feel free to try this game anyways, but this is your warning.

Lexicon

- **Girls.** The PCs, usually lesbians, who pilot Vital Frames. Legally not human. The player-characters (PCs).
- **Pilots.** People who pilot Vital Frames. Used mostly-interchangeably with Girls.
- **Vital Frames.** Giant modular robot suits (mechs or mecha) who are powered by their pilot's emotions (often shortened to **Frames**).
- **The Foundation.** A world government dedicated to the protection of humanity against the Gorgon threat, and the creators of the Vital Frames.
- **Handlers.** High-ranking Foundation members who manage Girls while they are on missions or between missions.
- **Gorgons.** Destructive giant beings from Voidspace whose mere presence causes changes to the human body, and the primary threat to humanity and the Foundation.
- **Voidspace.** An alternate dimension without any natural light, which humanity broke into for the purposes of faster-than-light travel, causing the unleashing of the Gorgons (**Realspace** is the term for the home dimension of humanity).
- **Harpies.** Girls who have been changed by Gorgons to the point where they are no longer human: strange, ethereal things who fight against the Foundation.
- **Neural Link.** The connection between a Pilot and its Frame, several surgically-installed ports along the spine that connect the Pilot's senses and emotions to the Vital Frame (often shortened to **Links**).

Gender and Sexuality

Girls are the most common Pilots of Vital Frames. Due to the specific and complex emotional cocktail required to effectively link to a Frame, lesbians make up a majority of Pilots.

Pilots are not legally human for the duration of their service, and as such are exempt from anti-discrimination laws. It is standard practice within the Foundation that all Vital Frames are referred to with she/her pronouns, while all Pilots are referred to with it/its.

Disability

Very little is required to be a Pilot. You need a neural-link implant and the ability to generate Cortisol. Limbs, eyes, and ears are preferred but can be worked around with minor cockpit design adjustments.

The Foundation considers all other aids (pain medication, mobility, etc) to be up to the Handler's discretion.

Why Lesbians?

Initial neural-link tests were done on lesbians, who were found to have life experiences and emotional tendencies that are the most compatible with current neural-link technology. As there is not yet a shortage of lesbians, the Foundation has put its efforts towards making their limited number of Frames more effective rather than expanding the already-sizable pool of Pilots with new neural-link technology.

> **Note:** A modest percentage of Pilots do not consider themselves to be lesbians. As any Handler will tell you, this is primarily due to stress-induced confusion or societal repression, and is a delusion that must be corrected to maintain Pilot efficiency.

MAKING A GIRL

To create a Girl, everyone except your Handler will pick a **Girl Playbook** and a **Frame Playbook**.

Your **Girl Playbook** determines what most people will view you as, and how the Foundation thinks of you. It will determine:

- 2 **Assets**
- Your **Bonds** with other Girls and with NPCs
- Several other **Plays** and rules, including a **Sex Play**

Your **Frame Playbook** determines what kind of Vital Frame you pilot into battle, and how that bleeds over to the rest of your life. It will determine:

- 2 **Assets**
- Several other **Plays** and rules
- A set of **Permissions** you can take as the game continues

You also have 4 **Identities** you start with, which can be used to gain Heat. You will gain new ones during play by embracing **Tags**.

You have access to:

- A room with a bunk
- A combat knife
- A pilot suit & civilian outfit
- A neural link (surgically implanted)

Finally, tell the table:

- Your callsign
- What you look like
- Your Frame's name
- What your Frame looks like

Your legal pronouns are it/its. Your Frame's pronouns are she/her.

HOW TO PLAY

Play in Girl Frame is about flowing together **The Conversation** and **Plays** of various types.

The Conversation

The **Conversation** is exactly what it sounds like: you sit together, and go back and forth discussing what's happening in the game in a freeform manner. You can play and talk in or out of character as feels appropriate.

Think of it like real-time scripting a film or writing a scene. You're working together to try and create an interesting story. During moments of tension, when you don't know what should happen next, or you want to punctuate a statement, you will use **Plays** to help the Conversation move along, and aid in driving the story forwards.

The **Conversation** is specifically a collaborative endeavor. Players should be listening to each other, discussing what's happening, doing flashbacks, and offering ideas.

Ask lots of questions! If there's something that interests you as a player, or something you feel you need clarity on, ask the other players at the table about it.

> **Note:** Remember (if you're used to certain other TTRPGs) that in Girl Frame the Handler is a player too! They have their own character and their own rules to follow, just with a different set of rules than the other players.

Plays

A Play is a moment where you use the other mechanics of the game to make an impact on the **Conversation**. If the Conversation is flowing, back and forth, then a Play is the moment you slam your hand on the table and say ***"this is what happens!"*** They can be made at any time, either when their prompt comes up naturally (typically written as **"when you do X"**), or just when you feel like it!

Girls have access to **Basic Plays**, as well as plays from their playbooks. Their Handler has access to **Handler Plays**, from the Handler rules or from the Handler Playbook.

As a player, Handler or Girl, part of your responsibility is to look for interesting moments to use your Plays, and to interpret them and engage the other players in them as you make them.

Girl Plays

The majority of **Girl Plays** require you to roll 2d6, and you *may* spend '**Heat**.' Heat is a resource discussed later on and earned through **Identities**. Each Heat spent adds **+1** to your roll. Other adjustments to your roll are possible, such as through Bonds, Tags, or other Plays.

Most plays have 3 possible results. A result if you get an 8, 9, or 10, a result if you get an 11 or higher, and a result if you get a 7 or lower. Generally you're going to be aiming for the 8-10 range. Higher means consequences, and lower means failure.

> **Note:** Mathematically, you will typically get the most results of 8-10 by adding 2 Heat to your roll.

Not all Girl Plays require you to roll dice! Some will ask you to pick from a list or have some other mechanic that they explain. Some Plays also won't allow you to spend Heat to add to a roll, and will instead provide an alternative bonus to add.

Handler Plays

Handler Plays are, unlike Girl Plays, almost always diceless. They are made when Girl Plays prompt you, or when your Girls look to you to see what happens next, or just when you think your character feels like it.

As the Handler, you are responsible for your character of the Handler, but you are also responsible for the world around the Girls, including Gorgons, Harpies, Rebels, other Foundation members, and NPCs.

You don't necessarily have to be present in a scene to use your Handler plays. Either way, you should be making them often, even if you're not necessarily telling the other players that you're making them in the moment.

Basic Plays

Girl Plays	**Frame Plays**
• Keep Your Head • Put Someone Beneath You • Flirt • Disobey Orders • Go Off-Duty	• All-Out Assault • Check Sensors • Receive Orders • Dive Deep

Basic Girl Plays

Keep Your Head

When you keep your head, say what you're trying to survive, spend Heat, and roll.

On an 8-10, choose 2 you are, and 1 you definitely aren't:

- *I'm desperate enough*
- *I'm sexy enough*
- *I'm tough enough*
- *I'm vicious enough*
- *I'm in control of myself*

On a 11+, you're desperate, tough, vicious, and sexy, but you're definitely not in control. You'll have to take a Tag to get through this.

On a 7-, you can only choose 1 you are, and the others you *definitely* aren't.

> **Note:** If whatever you are isn't enough, your Handler will make a play in response, and you'll need to be prepared for the worst.

Put Someone Beneath You

When you put someone beneath you, spend Heat, and Roll.

On an 8-10, choose 2.

- *You insult her or hurt her, and it sticks. Give her a Tag.*
- *Lower her Status.*
- *Weaken or Deepen your Bond with her.*

On a 11+, choose 1 from above and then 1 from below.

- *Physically put her beneath you. Pick one of her Tags. She can't choose to reject it unless you agree.*
- *If her Status is lower than yours, **Punish** her.*
- *Take 1-2 Heat from her (if she doesn't have enough, take from the pool instead).*

On a 7-, she can pick 1 from either list to do you to instead, or damage one of your Assets and leave you bleeding.

Flirt

When you flirt with someone, say with who, and spend Heat. Then roll.

On a 8-10, it's easy. Each of you can unmark 2 of your Identities, and ask her 1. If you follow through on giving her what she wants, Deepen your Bond.

- *Who do you want me to hurt?*
- *Who do you want me to be?*
- *What do you want me to hide?*
- *How could I alleviate your fears?*
- *What do you want me to call you?*
- *Do you want to fuck me or get fucked by me?*

On a 11+, tell her how you go too far. As an 8-10, but also pick 1:

- *Unless you make a play or damage an Asset to escape **now**, you're helpless against me.*
- *Our Handler notices us and makes a play in response.*
- *I owe you now. You can give me a Tag, and I can't say no to you until I've embraced or rejected it.*

On a 7-, ask "*why are you drawing away from me?*" Weaken your Bond with her. She can unmark an Identity of her own and can pick 1 to ask you.

Disobey Orders

When you disobey a direct order from a superior, lose Status, spend Heat, and then roll.

On a 8-10, you can disobey, and pick 1. If your Handler finds out, they'll **Punish** you.

- *Give yourself a Tag and gain 1-2 Heat.*
- *Reject a Tag.*
- *Tell someone to follow you. If they act immediately and without thinking, they can.*

On a 11+, you can disobey, but only if you act now and without thinking. Gain 2 Heat. If your Handler finds out, they'll **Punish** you.

On a 7-, your programming halts you in your tracks, and you can't bring yourself to fight back. Your Handler will likely still **Punish** you if they find out.

Go Off-Duty

When you spend time at base, roll +0 if you are The Dog, +2 if you are a Wing, and +4 if you are The Ace.

On an 8-10, your time off-duty is comfortable. You may play out any Permissions you have earned, and may set one of the following scenes with 1 or more other Girls:

- *A scene in the barracks*
- *A scene in the mess hall*
- *A scene in the hangar*
- *A training exercise*
- *Something else that's a part of your routine.*

On a 11+, your time off-duty is busy. You may still play out any of the Permissions you have earned, but you *must* set one of the following scenes with your Handler or 1 or more other Girls.

- *A scene in your Handler's office*
- *A scene in a nearby city*
- *A scene with a Harpy or other prisoner*
- *A briefing or emergency meeting*
- *Something else out of the ordinary*

On a 7-, your time off-duty is harsh. You must play out any of the Punishments you have earned, and may play out Permissions, but you must set one of the following scenes with your Handler or 1 or more other Girls.

- *A scene in your Handler's office*
- *A scene in a cell*
- *A scene in your Vital Frame*
- *A scene in the medical bay*
- *Something else you'd rather not be doing*

After going off-duty, you can embrace or reject a marked Tag, unmark all Identities, and undamage all Assets.

> **Note:** You can combine scenes together as desired if multiple Girls wish to set the same scene, a Permission overlaps with another scene, or the like.

Basic Frame Plays

All-Out Assault

When you push your frame into overdrive and go all-out, spend Heat and then roll.

On an 8-10, pick up to 2.

- *I use one of my Assets to damage one of theirs. Unless I can protect myself, they damage my Asset in response.*
- *I pick one of my Assets to protect against their counterattack.*
- *I unmark an Identity.*
- *I can expose a weakness.*
- *I can get in a better position.*

On a 11+, pick up to 3 from above, and 2 from below.

- *I use up too much ammo and have to mark an Identity.*
- *The combat stims fuck with my head, and my Handler makes a Play.*
- *I get hit and they damage one of my Assets.*

On a 7-, pick 1 from each list.

> **Note:** Your Handler decides whether an Asset can protect you.

Check Sensors

When you take stock of the situation, spend Heat and roll.

On an 8-10, your Handler will answer any 2 questions you ask.

On a 11+, they'll answer any 3 questions you ask, but if you ask any that aren't on this list, they'll either not have all the information or they'll find a reason to **Punish** you later.

- *Where does the Foundation want us to go?*
- *What does the Foundation want us to avoid?*
- *What do the satellites say the enemy is doing?*
- *Where is a place we can rest and repair?*
- *Where are civilians in danger?*
- *What orders do you have for us?*

On a 7-, they'll answer 1 question from the list.

Receive Orders

When someone of a higher Status gives you an order, choose a response:

- *Follow the order, making plays if necessary.*
- *Follow the order (pick 1) hesitantly, while mouthing off, with gritted teeth — making plays if necessary.*
- *Make a play to **Disobey Orders**.*

> **Note:** Good Girls follow orders. Your Handler may reward you for being good by raising your Status.

Dive Deep

When you dive deep into your link and commune with your Vital Frame, spend Heat and roll.

On an 8-10, you may speak with her freely. At the end of your conversation, you may choose 1:

- *I alter myself to be a better Pilot for her, erasing an Identity and writing a new one or embracing a Tag.*
- *I lobotomize myself to grow something more fitting, erasing any number of Identities.*
- *I regrow a damaged Asset and gain Void.*
- *I am subsumed by her. The cockpit is locked, all vitals are dead, yet she continues to fight. Perhaps I will return, but not soon.*

On a 11+, at the end of your conversation you must choose 2, and your Handler detects the synchronicity spike and lowers your Status.

On a 7-, your Handler will choose 1 for you, and your conversation is cut short.

> **Note:** This could look like:
> - ❖ *An interexchange of odd hormones and smells through the link communicating concepts through association*
> - ❖ *Her flesh drumming against the steel cockpit to form garbled words*
> - ❖ *A holographic human representation projected into your mindscape*
> - ❖ *A horrible and disturbing dream in which you speak to her, uncaged from her metal chains*

Other Rules

Skim this section before play. You should generally familiarize yourself with **Heat**, **Identities**, **Bonds**, and **Status**. You can reference **Tags**, **Assets**, **Void**, **Permissions**, and **Punishments** when a play calls for it.

Heat

How hard you're going, how far you're pushing yourself or your reactor. You gain Heat through marking **Identities.**

Each Heat can be spent to add +1 to a roll. There is no limit to how much you can spend at once.

Every time you act while holding 5 or more Heat, you *must* spend all your Heat.

Identities

Identity is how you see yourself. They can be marked or unmarked. **When you act in a way that reinforces one of your unmarked Identities**, **mark it and gain 1-2 Heat** as you choose.

> **Note:** Interpreting the meaning of your Identities is one of your responsibilities as a player, and you may go about it as you please.

Your starting Identities are:

- **Dangerous**
- **Malfunctioning**
- **Programmed**
- **Wired**

You can have a maximum of 4 Identities. If you would gain more, you must replace an existing one.

Tags

Tags are things inflicted on a Girl by others, typically descriptors or insults. They represent how others see you.

Other players can mark one of your Tags to shift your result +1 or -1. If they do this to an already marked Tag, you must choose:

- Take action to reject it at the soonest opportunity, erasing the Tag.
- Embrace it, turning it into an **Identity**.

> **Note:** Nobody can mark a Tag in the scene you get it.

Example Tags

• Beaten • Confident • Obedient Dog • Hot • Soldier	• Slut • Dreamer • Dude • Hero of the People • Tranny	• In Charge • Bootlicker • Weapon • Dyke • Cruel

NPC Tags

When an NPC gets a Tag, it becomes a part of the way they think of themselves. **Rolls against them using their Tag get +1 or -1** (as the Girl desires).

NPCs can't remove Tags by themselves, but Foundation members with Tags that noticeably affect their work will generally be deprogrammed by the Foundation during off-duty times.

Handler Tags

If the Handler has a Tag, then a Girl can remove that Tag at any time to choose 1:

- *Ask your Handler for a favour they are under no obligation to agree to.*
- *Attract your Handler's full and undivided attention.*
- *Compel your Handler to act on the Tag. They can pause for a moment as they control themselves, or give in and take action.*

As Handlers are Foundation members, they can deprogram themselves when the Girls **Go Off-Duty**.

Bonds

Bonds are mutual connections with another Pilot or your Handler. Bonds have 3 depths: **Cadre**, **Personal**, or **Intense**. They can be Weakened or Deepend to move up or down this scale. If they'd go above Intense, each Pilot gains 2 Heat instead.

At the depth of **Cadre**, you have the following benefits:

- You are in the same Cadre.
- You can communicate with each other on a direct channel through the radios in your Frames

At the depth of **Personal**, you also have the following benefits:

- **When you mark one of her Tags, you can adjust her roll by +2 or -2** instead of +1 or -1.
- You have feelings about her. Write them down somewhere if you want, or keep them secret inside your head, but you have to have them.

At the depth of **Intense**, you also have the following benefits:

- You can communicate complex ideas through eye contact or touch.
- You want to fuck her.

NPC Bonds

NPC bonds (bonds with characters other than Girls, Handlers, and Harpies) do not have depths. You may erase an NPC bond at any time to **shift the result of a roll against them by +1 or -1.**

Status

Status is a measure of a Pilot's rank within their Cadre. The levels of Status in order are:

1. **Handler.** Unattainable by Pilots. This is your Handler's Status.
2. **The Ace.** The Handler's favoured Pilot. Receives an extra ***Permission*** at the end of each mission. Only 1 Pilot can be the Ace.
3. **Wings.** The other Pilots. Receive no special benefits or punishments. Any number of Pilots can be Wings.
4. **The Dog.** The lowest ranked member of the group. The Handler will always ***Punish*** the Dog at the end of each mission. Only 1 Pilot can be the Dog.

Status is exclusively hierarchical. **When you gain Status**, you shift yourself up, and the Pilot in front of you down. The highest-Status Pilot is always the Ace, and the lowest-Status Pilot is always the Dog.

When someone of higher Status gives you an order, make the **Receive Orders** play.

> **Note:** While you might be tempted to try to share around Status (and thus Punishments and Privileges) to be 'fair,' remember that those of higher Status earn their privilege through hard work and dedication. If you're the Ace, you've earned it. Don't let the Dog drag you down.

Assigning Status

At the start of the game, the Handler will assign Pilots starting Status based on a metric of their choice, such as:

- Attractiveness
- Politeness
- Age or experience
- How well they pass
- Skill

Assets

Assets are the gear of your Girl and Frame: weapons, armour plating, cybernetics, etc. They are typically used when fighting to damage opposing Assets.

You may have at any time:

- Up to 5 Frame Assets
- Up to 4 Girl Assets

When all of your Frame Assets are damaged, your Frame shuts down. If you have any Girl Assets undamaged, you can escape by using one of them and accepting a **Punishment** at the mission's end. Otherwise, you must choose a defeat play:

- ☐ Die with your Frame.
- ☐ Survive, but lose your memories, and possibly a significant portion of your body. Reset your Identities to the standard 4, and then replace one Identity with "Amnesiac." You can change your Girl Playbook if you wish.
- ☐ Eject from your Frame and allow it to be destroyed. You must pick a new Frame Playbook.
- ☐ Gain Void and undamage an Asset (you may pick this any number of times).

Permissions

Permissions are a reward granted to Pilots by the Foundation for mission successes and good behaviour. They are used either for personal satisfaction and fulfillment or buying upgrades and repairs for Vital Frames.

- All Pilots are granted 1 Permission at the end of every mission they complete (failure still grants a Permission but results in **Punishment** alongside it).
- Whoever holds **The Ace** Status at the mission's end receives 1 additional Permission.
- Certain Girls and Frames provide additional Permissions.

> **Note:** The listed Permissions are examples. Girls may beg their Handler for other options.

Girl Permissions

- **Creature Comforts.** When you next roll 8+ for Off-Duty, you can set a scene where you make some improvement to your life as a Pilot: a new outfit, better food, a nicer room, etc. When you do, write a new Girl Asset reflecting it.
- **Privacy.** Pick another Girl. While you are next Off-Duty, you can set a scene with the two of you alone in a room. No cameras, no Handler, no interruptions. There'll be trouble if one of you dies, but anything else is allowed.
- **Visiting Home.** Requires 2 Permissions. When you next roll 8+ for Off-Duty, you can set a scene where you have a supervised visit to your life pre-Piloting.
- **Retire.** Requires 20 Permissions. Go home. Reverse your surgeries, leave the warfront behind. You've served your time. A new Girl will replace you soon.

Frame Permissions

- **Asset Unlock.** Pick a new Asset from any Frame, or write your own.
- **Ability Unlock.** Requires 2 Permissions. Pick a new Play from your Frame.
- **Frame Grafting.** Requires 3 Permissions. Pick a Play from another Frame and add it to your Frame.
- **Frame Swap.** Requires 4 Permissions. Pick 1 Asset and 1 Play from your current Frame. Pick a new Frame Playbook with those unlocked.

> **Note:** Remember that just because you've earned a Permission doesn't mean your Handler can't take it away if you've been bad.

Punishment

Sometimes a play will call for someone to receive Punishment (now or later), or the Handler will dispense it. Punishment cannot be avoided as long as the Girls are with the Foundation.

Punishments are roughly grouped into categories of severity. Minor Punishments are considered by the Foundation to be minor but not long-lasting unpleasant experiences. Moderate Punishments are permanent removals of capabilities or tools. Severe Punishments end a Girl's career as a Pilot.

The one inflicting the punishment may choose one, or make their own and add it to the list. You may describe a punishment in as much or as little detail as appropriate. The more uncomfortable or the more it makes the other players squirm, the better.

Whoever is **The Dog** at the end of a mission will be Punished.

Minor Punishments

- **Sedation.** Reduce Heat to 0. Mark 2 Identities (they can't be unmarked if it receives this punishment while Off-Duty).
- **Beating.** Inflict a Tag representing its injuries and damage a Girl Asset.
- **Revoked Privileges.** Remove 1-cost Permission.
- **Reduced Socialization.** Weaken a Bond.
- **Quality Time.** Inflict a Tag. Deepen the Girl's Bond with the one inflicting the Punishment.
- **Demotion.** Lower their Status.
- **Stimulant Injection.** Gain 7 Heat.
- **Passing Responsibility.** Pick a Girl. It must pick a Punishment instead, and inflict it.

Moderate Punishments

- **Correctional Programming.** Remove an Identity or force it to embrace a Tag.
- **Frame Disassembly.** Remove an Asset from the Frame.
- **Compliance Surgery.** Remove an Asset from the Girl and replace it with a new one.
- **Strict Regulations.** Impose a rule on the Girl's behaviour. You may inform it of this rule or not. Breaking the rule will result in further Punishment.

> **Note:** A Girl must consult with the Handler if it wishes to inflict a Moderate Punishment. Handlers are encouraged to reward creativity and a go-getter attitude.

Severe Punishments

> **Note:** Only the Handler may inflict Severe Punishments, and typically only in cases of severe insubordination.

- **Execution.** They must make a new character.
- **Lobotomization.** Remove all Identities and Tags. Replace them with 2 Identities of the Handler's choice. Reduce all Bonds to Cadre. They may no longer make the ***Disobey Orders*** play.
- **Indefinite Imprisonment.** They must make a new character. The Handler may allow them to come back at any time
- **Link Surgery Reversal.** They lose their Frame. They may keep playing if they wish, but can no longer go on missions or pilot a Vital Frame.

Void

Void is a supernatural corruption inflicted by Gorgons and Harpies. It is strictly prohibited to take on the properties of Void, and those who do will be **Punished**, likely by excising the Void through surgeries or reprogramming.

When you gain Void, pick 1. If directed, someone else may choose for you.

- *Gain a Girl Asset reflecting your change.*
- *Gain a Frame Asset reflecting your change.*
- *Rewrite any Asset to reflect your change.*

When you have at least 4 Girl Assets (the maximum) **that have been altered by the Void,** you succumb to the allure of being a **Harpy**, and warp your Frame around you.

When all of your Frame Assets have been altered by the Void, your Frame grows flesh around you. You may escape if you have an undamaged Girl Asset, or succumb to the allure of being a **Harpy**.

If you become a Harpy, create a new Girl. You are lost to your Cadre unless they can repossess you.

Fighting Outside Your Frame

Most Pilots have access to a combat knife outside of their Frames, although some Handlers will forbid their Girls (or specific high-risk Girls) from access. Soldiers around the base have guns, but Girls are forbidden from owning them.

Generally, Gorgons cannot be fought outside of a Frame, so combat out-of-frame is typically between Girls.

Girls fighting each other can be handled in several ways:

- **All-Out-Assault.** Use the All-Out-Assault play. However, Girls only have access to their Girl Assets. If all become damaged, they become completely at the mercy of their opponent. If two Girls are fighting, the aggressor makes the first play.
- **Keep Your Head.** Use the Keep Your Head play. The Handler will determine the outcome based on your choices.
- **Put Someone Beneath You.** The Put Someone Beneath you play can be directly used without adjustment to represent Girls fighting each other.
- **Narrative.** If everyone agrees on what should happen, and the stakes aren't too high, use the conversation to resolve a fight.

Sex

This game has Sex Plays, and assumes characters are going to be having sex. When characters are having sex, you should be thinking about (vaguely in order):

- *How you're keeping this private enough that nobody breaks it up*
- *What is physically happening*
- *How the characters are different from each other, and how that difference shows during sex*
- *What happens afterwards*

> **Note:** Typically after describing what is physically happening and before describing how the characters are different from each other is around when you should be making Sex Plays

GIRLS

The list of available Girls are:

- Princess
- Mockingbird
- Stim-Blissed
- Newgirl
- Casualty
- Oldgen
- Vatgrown

Your Girl Playbook will give you 2 Assets, determine your Bonds, and give you additional Plays you can make.

Ideally, each non-Handler player should pick a different Girl Playbook.

PRINCESS

You're a show-dog. When the Foundation wants to settle unrest, give the public a boost of morale, you're who they trot out. You're pretty, reasonably competent, and don't have the more visible malfunctions of your sisters.

You're the perfect girl.

Assets

Pick 2 Girl Assets and detail them:

- ☐ Gun (legal)
- ☐ Hidden Exoskeleton
- ☐ Military Jacket
- ☐ Old Dogtags
- ☐ Some Actual Cash

Bonds

Pick 1 Girl to have a Personal Bond with. You have a Cadre Bond with everyone else.

- *You used to be as famous as me, but you got replaced.*
- *You saw something that could have ruined me, and you haven't told anyone.*

You also have a Bond with 1-2 of the following NPCs:

- *Doe-eyed captain*
- *Corrupt politician*
- *Glamorous celebrity*
- *Cute junior handler*

Princess Plays

Objectively Beautiful

When you **Keep Your Head**, you're always *sexy* enough, regardless of your choices.

You can use your own Tags (marking them as normal) to adjust your roll when you **Flirt**.

To a Higher Standard

You are the exception to the metric your Handler uses to assign Status. You begin the game as **The Ace**. As long as you are The Ace, you may use she/her pronouns.

You have extra standards you are held to, so long as you are not The Dog. Your Handler may add 1-2 standards if they wish, or allow you to come up with them.

- Report other Pilots for disloyal speech or behaviour
- Always refer to Girls by their official pronouns (it/its)
- Make **Public Appearances** after each mission
- _____
- _____

Should you break any of these standards, even accidentally, your Handler will **Punish** you if they find out.

At the end of each mission where you upheld your standards, raise your Status. If you are already the Ace, you may take an additional Permission (for a total of 3 Permissions).

Show Dog

When your Handler shows you off, roll -1 if you're the Dog, +1 if you're a Wing, and +3 if you're the Ace.

On an 8-10, choose 1-2 and describe it. You're too much in the public eye for the Foundation to Punish, at least for now.

- *Start a trend or controversy (risks **Punishment**)*
- *Put someone else in the public eye (risks **Punishment**)*
- *Send a message (risks **Punishment**)*
- *Present a particular appearance (risks **Punishment**)*
- *Someone who saw your appearance wants to fuck you*
- *Someone who saw your appearance wants to own you*
- *Someone who saw your appearance wants to kill you*

On a 11+, choose 1-2, and your Handler will choose 1. Describe the public appearance.

On a 7-, your Handler chooses 1-2 and describes the public appearance for you. If you don't get Punished afterwards, raise your Status.

Sex Play

When you have sex with someone, spend Heat and roll.

On an 8-10, you were perfect. Ask them for a favour. If they refuse, you may give them a Tag.

On a 11+, you were perfect. Choose a play, which they must immediately make, and you make any decisions for them.

On a 7-, you couldn't live up to your image. They give you a Tag and weaken your Bond.

MOCKINGBIRD

You fell to the Gorgons, becoming a Harpy — a corrupted girl. The Foundation took you back, ripped you out of voidspace with a cold hand, deprogrammed and reprogrammed you back into working order. Purging what the Gorgons put in your head and body with scalpels and chemicals.

You were a human, and you tasted what it was to be a dream. Now you're less than either.

Assets

Pick 2 Girl Assets and detail them. Each of them count as having been altered by the Void.

- ☐ Adaptive Restraints
- ☐ Synesthesia
- ☐ Umbilical Biolink
- ☐ Nerve Blockers
- ☐ Vestigial Limbs

Bonds

Pick 1 Girl to have a Personal Bond with. You have a Cadre Bond with everyone else.

- *When I was a Harpy, I was obsessed with you.*
- *After my surgeries, you told me about when I was once human.*

You also have a Bond with 1-2 of the following NPCs:

- *The lunch lady*
- *The surgeon who fixed you*
- *The guard who doesn't talk*
- *Whatever lives in the vents by your cot*

Mockingbird Plays

Risk Factor

Due to the drugs and surgeries you've gone through, you only succumb to being a Harpy if all your Assets (Girl and Frame) are altered by the Void.

You can shift the result of any roll you make to an 8-10 by taking on Void.

Call of the Void

When you **Dive Deep**, you can also pick from the following options:

- *I blur the line between myself and her, making any number of Girl Assets into Frame Assets, or vice versa.*
- *I bring someone else in the cockpit with me, to speak with her as I do.*
- *I use her as a relay to instead commune with nearby Gorgons.*

Bad at Being a Person

When you try to hold a conversation, spend Heat and roll. You may not explain what you mean out-of-character.

On an 8-10, pick 3 you can do. All others you can't.

- *Human words*
- *Normal sentence structure*
- *Fluid body language*
- *Correct facial expressions*
- *Polite eye contact*
- *Deception*

On a 11+, pick 4, but they give you a Tag based on whichever ones you can't do.

On a 7-, pick 2, or abandon the conversation immediately.

Sex Play

When you have sex with someone, spend Heat and roll.

On an 8-10, you break a barrier. Choose 1 from **Bad at Being a Person**. While you're talking with them, if your Bond is at least Personal, you can always use that option in addition to whatever you pick.

On a 11+, you invade and infect them with yourself. They gain Void in an Asset of your choice, and deepen your Bond.

On a 7-, you're in over your head, and break down during the act. They can do as they like for now, but your Handler will give them a Tag if anyone finds out.

STIM-BLISSED

It's common for girls to break under the stress of being a Pilot. But sometimes it can't be spared. Sometimes they force drugs down its throat and put it back in the cockpit. Eventually, it becomes more economical to load the girl or her frame up with a drug dispenser, so that it can be blissed out and focused when the fight comes.

You are disposable.

Assets

Pick 2 Girl Assets and detail them:

- ☐ Blocker Inset
- ☐ Autonomous Neurolink
- ☐ Implanted Survival Instinct
- ☐ Really Strong
- ☐ Chemically Fried Nerves

Bonds

Pick 1 Girl to have a Personal Bond with. You have a Cadre Bond with everyone else.

- *You treated me like a person while I was high.*
- *You held me down while they injected me with sedatives and shoved me in the cockpit. Maybe you even held the needle yourself.*

You also have a Bond with 1-2 of the following NPCs:

- *Fried ex-pilot*
- *Sharp-jawed janitor*
- *Nurse who gives you checkups*
- *Leader of the supply corps*

Stim-Blissed Plays

Disposable Psyche

You can remove an Identity when you mark it to gain 3-4 Heat.

At the end of each mission, you may turn any number of Tags you have into Identities (you can still only have 4 maximum Identities).

Dose Up

When you dose yourself with a combat cocktail, spend Heat and roll. Each component of a cocktail counts as a Tag. You may mark your own Tags given by this play.

On an 8-10, pick 2 to dose yourself with.

- *A stimulant heightening reaction time and sensitivity*
- *A stimulant that speeds up your heart and pumps you full of energy*
- *A depressant that slows your brain and blocks out fear*
- *A depressant that takes away all pain and leaves you blissed-out*
- *A psychedelic that makes you pliable and honest*
- *A psychedelic that changes the way you see and hear*

On a 11+, pick 2 to dose yourself with, and your Handler will pick 1.

On a 7-, your Handler picks 1-2 to dose you with.

At any time while you are in the same room as your Handler or in your Frame, they can force you to make this play with an automatic 7-.

If you are close enough to find someone else's vein, you can make this play but dose them with the cocktail instead of yourself. If you do, on a 7- they may **Punish** you instead of being dosed.

Malleable Me, Malleable You

When you give someone a Tag while they're in an altered state of consciousness, you can force them to embrace it at any time, and choose which Identity it replaces.

NPCs who you give Tags in this way can't be deprogrammed, even by the Foundation.

Sex Play

When you have sex with someone, you **Dose Up**, and give them a cocktail as well (the same or a different one). At any time during sex, you can give them a Tag.

> **Note:** This obviously counts as them being under an altered state of consciousness for **Malleable Me, Malleable You**, meaning you can immediately give someone a brand-new Identity when you have sex with them.

NEWGIRL

Not everyone has had a chance to prove themselves yet. Some girls are new, still worried about the same things they were worried about before they got shoved in a Frame powerful enough to destroy a city and sent to fight monsters that were even worse.

They expect you to adapt or die.

Assets

Pick 2 Girl Assets and detail them:

- ☐ Experimental Link Port
- ☐ Healthy Body
- ☐ Stash of 'Goodies'
- ☐ Hand-Me-Down Pilot Suit
- ☐ Unusual Insight

Bonds

You have a Cadre Bond with everyone except your Mentor. Tell each of them one of the following:

- *We've never had a mission together.*
- *We've had one mission together.*

You also have a Bond with 1-2 of the following NPCs:

- *Your sister, also a pilot*
- *Junior engineer, who joined at the same time as you*
- *The intelligence agent who recruited you*
- *A girl from a nearby town*

Newgirl Plays

Mentor

You have a Mentor, who you have a Personal Bond with. They get +1 to all rolls against you, and have permission to choose options for you when you go Off-Duty.

If your Mentor ever is The Dog when you go off-duty, your Handler will pick a new Mentor for you.

Trainee

Everyone in your Cadre counts as being of a higher Status than you for the purposes of giving orders.

You cannot reject Tags given to you by people you have a Personal or Intense Bond with.

Experience

Whenever another Girl in your Cadre faces **Punishment**, you gain Experience. Experience is a measure of how much the Foundation believes you to have learned from your Cadre's mistakes.

You can spend 3 Experience to take one of the following advancements:

- ☐ Raise your Status
- ☐ Take a new Frame Play
- ☐ Swap "Mentor" for a rule from another Girl Playbook
- ☐ Swap "Trainee" for a rule from another Girl Playbook
- ☐ Swap your Sex play for a rule from another Girl Playbook
- ☐ Swap "Experience" for a rule from another Girl Playbook

> **Note:** Swapping 'Experience' for another rule before swapping 'Trainee,' 'Mentor' or your Sex Play means you will be stuck with whatever ones you didn't swap.

Sex Play

When you have sex with someone, ask them what they teach you. You gain Experience, and if they want they can give you a Tag.

CASUALTY

You were the best of the best, until you died. Or might as well have died. They had to rebuild you from almost nothing, a courtesy any other Girl might not have been given.

They call it a second chance to prove your worth.

Assets

Pick 2 Girl Assets and detail them:

- ☐ Brain Full of Tech
- ☐ Blank-Eye Contacts
- ☐ Death Instinct Implant
- ☐ Integrated Weapons
- ☐ Body Plating

Bonds

Pick 1 Girl to have a Personal Bond with. You have a Cadre Bond with everyone else.

- *We had a mutual friend who the Foundation chose not to save.*
- *You were the last person who saw me smile.*

You also have a Bond with 1-2 of the following NPCs:

- *A stray cat that hangs around the base.*
- *Your physiotherapist.*
- *A civilian you text with on a stolen cell phone.*
- *A prisoner you died capturing.*

Casualty Plays

Barely a Girl

You can always erase an Identity to undamage an Asset.

Can't Die Right

As long as you have pieces of your body left, when you are defeated in battle, you can instead damage one and take an automatic 7- to the next time you **Go Off-Duty** instead of picking a defeat play.

Wounded God

Divide your body into the pieces an ideal Pilot possesses:

- ☐ Legs
- ☐ Hands
- ☐ Eyes
- ☐ Ears
- ☐ Head
- ☐ Face
- ☐ Vital Organs
- ☐ Link (*if destroyed, you cannot pilot*)
- ☐ Brain (*if destroyed, you die*)

You were the best Pilot the world had ever seen. You can destroy a piece of your body to change a roll to an automatic 11+. You must destroy a piece of your body if all your Girl Assets are damaged or you gain Void.

It costs a Permission to get a destroyed body part replaced. Your Handler can destroy pieces of your body as a **Punishment**.

Sex Play

When you have sex with someone, spend Heat and roll.

On an 8-10, you can't feel anything, but you do your best anyways. Ask if they notice. Each of you can unmark an Identity.

On a 11+, you can't control yourself. Each of you gains 3-4 Heat, and they damage a Girl Asset unless you destroy a piece of your body.

On a 7-, You can't feel anything. Tell them they're unsatisfied, and they can give you a Tag if they agree.

OLDGEN

'Generations' of girls are measured shorter than those of legal humans. Depending on death statistics, the oldest usually last a maximum of 5-8 years. You're of an older generation than the other girls: lucky, or just that good.

This isn't your first cadre, but it's likely to be your last.

Assets

Pick 2 Girl Assets and detail them:

- ☐ Titanium Bone Replacements
- ☐ Drug-Enhanced Muscles
- ☐ Lastgen Link
- ☐ Organ Reconstructions
- ☐ A Lifetime of Concussions

Bonds

Pick 1 Girl to have a Personal Bond with. You have a Cadre Bond with everyone else.

- *I met you once when you were too young to pilot, and didn't see you again until you joined my Cadre.*
- *You were the newest member of my last Cadre, which we were the only survivors of.*

You also have a Bond with 2 of the following NPCs:

- *A retired Handler*
- *A former Pilot, confined to a hospital bed*
- *A Harpy you knew, what feels like a lifetime ago*
- *The Director, who fucking hates you*

Oldgen Plays

Elder Bitch

When you **Keep Your Head**, you can also always pick the following in addition to any others.

- *You know what you're doing, if there was any doubt.*

Just the Way It is

Pick 2 rules of how the world works. When another Girl reinforces one of those rules to your satisfaction, you can mark it to give her 1-2 Heat. When someone rejects a rule or you **Go Off-Duty**, you can unmark it.

- ☐ *It's the duty of the strong to control the weak*
- ☐ *Everyone gets what they deserve*
- ☐ *You never know when your next meal will be*
- ☐ *Keeping yourself alive is the only thing that matters*
- ☐ *Nothing feels better than piloting*
- ☐ *Not even Handlers can cheat death forever*
- ☐ *There's no point getting attached to a doomed dog*

Old Dog, New Pups

When you give another Girl advice, spend Heat and roll.

On an 8-10, she has to shut up, sit down, and listen. Raise your Status, and if she rejects your advice you can give her a Tag.

On a 11+, you force her to listen. Give her a Tag and raise your Status. If she rejects your advice and it goes poorly for her, you can force her to embrace the Tag.

On a 7-, your advice rings hollow. She gives you a Tag and can unmark an Identity.

Sex Play

When you have sex with someone, spend Heat and roll.

On an 8-10, raise your Status, and ask her if she thinks you're a creep. If she says yes, she can give you a Tag. Otherwise, she picks one of your rules to unmark.

On a 11+, she's putty in your hands. Pick 1-2:

- *Give her a Tag*
- *Lower her Status*
- *Unmark your rules*
- *Deepen your Bond with her*
- *Leave her in no state to do anything afterwards*

On a 7-, she gives you a new experience. She can rewrite one of your rules.

VATGROWN

You're an experiment, created by Foundation technology as a custom-made pilot. You were born better, trained better, hurt better. That's what they said, and it's true. You're the best. It's your purpose, to scream and fight and die for them. To be the perfect doll, never knowing a life beyond their grasp.

You were made for this.

Assets

Pick 2 Girl Assets and detail them:

- ☐ Oversized Bomber Jacket
- ☐ Sensation Filters
- ☐ Growth Inhibitors
- ☐ Designed Pretty
- ☐ Precise Motions

Bonds

Pick 1 Girl to have a Personal Bond with. You have a Cadre Bond with everyone else.

- *You talked to me once.*
- *You're the basis of my DNA.*

You also have a Bond with 1-2 of the following NPCs:

- *The head scientist whose personal project you are.*
- *The team of doctors who work on you.*
- *Your vat-sister (botched)*
- *Someone very very rich*

Vat-Grown Plays

Just an Experiment

You cannot request Girl Permissions, and will face **Punishment** if you try (however, your *Investors* may offer you opportunities to take them). Replace your starting *Malfunctioning* Identity with *Experiment*, and *Wired* Identity with *Docile*.

Prime Investment

Your Handler and your starting NPC bonds are your *Investors*. They have a financial stake in your existence. When you **Go Off-Duty** and roll a 7-, you can choose to *try and please an investor* as your scene. They'll pick 1-2 things they desire:

- *A display piece*
- *A daughter*
- *A weapon*
- *A pet*
- *A punching bag*
- *A fucktoy*

If they judge you've put in sufficient effort to please them by the end of the scene, they'll pick a Permission to give you.

> **Note:** With your Handler's consent, other Girls may become *Investors* through spending Permissions, and new NPCs can be introduced as *Investors*.

Dolls are Still

When you keep quiet, spend Heat and roll.

On an 8-10, you may pick 2 of the following:

- *I'm quiet or still enough to avoid any notice until I act.*
- *I can easily leave without being confronted or stopped.*
- *Someone will answer a question I ask, or if I have no questions they'll offer me a secret.*

On a 11+, pick 1 from above. Also pick *"nobody considers you more notable or important than an object."*

On a 7-, you've attracted their attention. They can **Punish** you or give you a Tag. You can pick 1 when they're done.

Sex Play

When you have sex with someone, spend Heat and roll.

On an 8-10, you watch, mirror, and learn. Pick one of their Identities and write it as your own. Ask if they like you better now.

On a 11+, you're perfect for them. They whisper who you are in your ear, and write you an Identity based on it.

On a 7-, they wring some semblance of true feeling from your stiff body. They can ask you any question, which you must answer honestly. They can **Punish** you if they don't like the answer.

> **Note:** On an 8-10, if they don't have any set Identities (such as if they're a Handler or an NPC), you can write one that feels like it matches them.

FRAMES

The list of available Frames are:

- The Prince (Autocrat class)
- The Enforcer (Autocrat class)
- CONSUME (Priestess class)
- JANUS (Priestess class)
- Wyvern_0.4 (LEGION class)
- DoctorDoctor Mk. II (LEGION class)

Classes are Frames with aesthetic similarities. **Autocrats** are chrome, ceramic, and highlighted. **Priestesses** are biological and inhuman, taking more parts from Gorgons. **LEGION** are mechanical and clunky, older or cheaper models.

Your Frame Playbook will give you Assets, additional Plays you can make, and additional Permissions you can take.

> **Note:** If you're playing a shorter game with more experienced players, feel free to start with one of your playbook's additional Permissions. If you're playing a longer game, it's recommended that you wait instead.

Ideally, each non-Handler player should pick a different Frame Playbook.

The Prince

Prince is a beautiful Frame. Strong yet elegant, stoic, human. She's on all the posters and the advertisements, the one they make toys out of for children. Most Frames resemble screaming nightmares, as horrifying as the Gorgons they face. Not Prince.

She is what you think of when you wish for a hero.

Core Rules

Assets

Pick 2 Frame Assets and detail them:

- ☐ Champion's Spear
- ☐ Symbol of Hope
- ☐ Billion-Dollar Gun
- ☐ Apocalypse Lance
- ☐ Bastion Drones
- ☐ Emperor Plating
- ☐ Satellite Targeting System
- ☐ Relic Swordgun
- ☐ Onboard AM (Artificial Mind)

Smile for the Camera

When you appear on camera, spend Heat and roll.

On an 8-10, choose 1. If you don't let your fanbase down before the next time you **Go Off-Duty**, you'll get an extra Permission in the form of fanmail or donations.

- *Reject any Tags that don't line up with what your fanbase demands of you. They may give you a Tag relating to what they demand of you.*
- *If you can do what your fanbase demands right here and right now, raise your Status.*

On a 11+, choose both. Your Handler may pick something new your fanbase demands of you. The next time you fail to live up to an expectation, erase it.

On a 7-, your Handler chooses 1 for you.

Fanbase

You have a collection of fans who watch drone footage of your exploits, mostly made up of (pick 1-2)

- ☐ Young boys
- ☐ Young girls
- ☐ Older men
- ☐ Online shippers
- ☐ The anti-political

Choose 2 that your fanbase demands you be and 2 that they'll eat you alive if you show.

- ☐ Sexy
- ☐ A queer icon
- ☐ A model pilot
- ☐ Dangerous
- ☐ Relatable
- ☐ A leader
- ☐ Intelligent
- ☐ Kind
- ☐ Girly
- ☐ Masculine

When you live up to your Fanbase's expectations, gain 1 Heat for each expectation you live up to. When you fail to live up to their expectations, lose all Heat and they'll give you a Tag.

Advancements

You can choose any of these using Permissions. If you're playing a quicker game, choose 1 of these to start.

A Hero We Can Believe In

You and your Frame swap your official pronouns to he/him. You are promoted to the Ace when you take this Permission (you can take it additional times in future to raise your Status again).

Immortal Hero

When someone seems like they may have heard of your Frame's legacy, they have. They may pick 1:

- *They met your predecessor. You may ask them a question about her, and they'll give you a Tag comparing the two of you.*
- *They saw you once, on a previous mission, and have strong opinions about you. Gain a Bond with them.*
- *They're keeping things close to their chest, for now, but something is definitely up. Ask your Handler what expression flashes on their face when they see you.*

TV Interviews

When you roll an 11+ to go off-duty, pick 1:

- *Adjust your fanbase's demands*
- *Improve the Foundation's image, and gain a Permission as a reward*
- *Inspire an NPC you've met to join the Foundation, and gain a Permission as a reward*

Bad Girl

When you roll a 7- to **Disobey Orders**, you can treat it as an 11+ so long as you are acting in accordance with what your fanbase demands of you.

Tell your Handler that they gain the Play, "*reveal how their disobedience was a part of your plan.*"

Growing Fanbase

You can do a concert or live performance of some kind the next time you **Go Off-Duty**. It'll be wildly successful due to the amount of money dumped into it, and you can pick a new demographic you appeal to. Write a Girl Asset representing your new near-worldwide fame. You may take this Permission multiple times.

Power Imbalance

You have +2 to **Flirt** with anyone who is a member of your fanbase or who is of lower Status than you.

CONSUME

The Gorgons that Priestess Frames incorporate are, as far as Foundation science can tell, biological. They still need to eat, like any living thing. The engineers of CONSUME took that fact and repurposed it, the Frame becoming specially-designed for capture-and-hold missions against Gorgons, escaped Girls, and Harpies.

Core Rules

Assets

Pick 2 Frame Assets and detail them:

- ☐ Grabby
- ☐ Corruptor Tendrils
- ☐ Keratin Spikes
- ☐ Autonomous
- ☐ Normality Gun
- ☐ Feral Claws
- ☐ Neuroshards
- ☐ Voidstep Core
- ☐ Cage Plating

Eat

When you put a defeated Gorgon, Harpy, or other Frame in your Frame's mouth, choose 1:

- *Swallow them alive, and hold them immobilized but alive within your Frame.*
- *Crush them in your jaws, their blood spilling from between your teeth. Reduce your Hunger.*

When you swallow a Girl, a Harpy outside her Frame, or regular people, you don't have to defeat them first.

Bringing Home Presents

When you return to base with a prisoner for your Handler, gain an additional Permission when you go off-duty.

Tell your Handler that they gain the Play, "*introduce what remains of a prisoner after reconditioning.*"

Starving

You are at all times either *Content*, *Hungry*, or *Ravenous.*

- ***Content.*** *'Normal.' When you* ***Go Off-Duty****, increase to Hungry.*
- ***Hungry.*** *Can be used as a Tag against you. When you* ***Go Off-Duty*** *or half your Assets become damaged, increase to Ravenous.*
- ***Ravenous.*** *You cannot spend Heat on plays that aren't seeking out something to eat. You gain 1 Heat every time you make a play.*

Advancements

You can choose any of these using Permissions. If you're playing a quicker game, choose 1 of these to start.

Feral

When you succumb to impulse, roll -1 if you're *Content*, +1 if you're *Hungry*, and +3 if you're *Ravenous*.

On an 8-10, you're off the leash. Gain 1 of the following Tags. While you have the Tag, taking action to follow it or your hunger doesn't count as disobeying orders, although you may still face **Punishment** later.

- *"Rabid mutt" (+1 to All Out Assault or Flirt while you have this Tag)*
- *"Bloodhound" (+1 to Check Sensors while you have this Tag)*

On a 11+, you're off the leash and out of control: your Handler picks 1 Tag from above, and you must immediately make a play to reaffirm the Tag.

On a 7-, the leash snaps tight around your neck. Your Handler can give you any Tag they like, and while you have it any attempt to disobey orders automatically gets a 7-.

Time to Eat

When you make a play against someone and roll an 8+, you can always mark an Identity to give them the Tag "Just Meat."

Starvation Feedback

You can make the **Eat** play even while outside your Frame.

Let Us Partake

When you **Dive Deep**, you may also **Allow Your Frame to Eat You**. When you do, choose 1:

- *Damage a Girl Asset and regrow up to 2 Frame Assets.*
- *Allow your Frame to eat a Girl Asset entirely (even a damaged one). Excrete a new Frame Asset, which is touched by the Void.*
- *When you emerge, your appearance will have changed to something new. Say what you look like now. One Girl Asset becomes touched by the Void.*

‘Human’ Hound

You have a sense of smell far beyond that of a human. When you **Check Sensors**, you can always also ask “what can I smell?”

Cannibal Requisition Forms

Pick someone other than your Handler or one of their superiors. You have legal permission to eat them. You may take this Permission multiple times.

JANUS

Priestess frames often begin as scavenged Harpies, their girls dead or separated, the umbilical spikes and flesh-melds cut away to make room for a cockpit. JANUS is an experiment — when a prospective pilot steps in for the first time, they find the frame's original pilot staring back at them.

Core Rules

Assets

Pick 2 Frame Assets and detail them:

- ☐ Leviathan Rapier
- ☐ Enhanced Nerve Processors
- ☐ Gorgon Pheromones
- ☐ Inverter Blade
- ☐ Guntail
- ☐ Metaphysiological Catnip
- ☐ Omniscience Chip
- ☐ Burrower Drones
- ☐ Cannon of the Unreformed

Chained Harpy

A Harpy Core (an ex-Girl who lost herself to the Gorgons), never surgically remade into a Mockingbird, lives still-attached to the inside of the JANUS's cockpit. She begins the game with the following Tags:

- **Drugged** *(she will never say no)*
- **Restrained** *(she cannot make plays)*
- **Muzzled** *(she is not a danger to anyone)*
- **Recovering from Surgery** *(she is in pain)*

She cannot speak, and you cannot communicate with her or give her a name. She can be played by any player or the Handler, and whoever plays her may change at any time. She otherwise follows normal Harpy rules.

Attempting to remove her Tags will result in **Punishment**, and they will be replaced by the Foundation when you **Go Off-Duty**.

Living Battery

When you plug your neural-link into the Harpy's spinal cord, roll with +1 for each Tag she has.

On an 8-10, the connection forms smoothly. Pick 2.

- *Gain 1-4 Heat.*
- *Deepen your Bond with her.*
- *Unmark up to 2 Identities.*
- *Gain the additional Girl Asset "Harpy Cognition" until you unplug .*
- *Gain the additional Girl Asset "Offset Emotional Load" until you unplug.*
- *Ask her a question, and the direct brain-to-brain link means you may communicate freely.*

On a 11+, your will completely overrides hers. Pick 4.

On a 7-, she fights back. You can only pick 1, and erase one of her Tags.

If all of her Tags are erased, nothing is stopping her from taking the Frame over, immediately causing all Frame Assets to become *Touched by the Void*.

Advancements

You can choose any of these using Permissions. If you're playing a quicker game, choose 1 of these to start.

PANDORA

When you **Go Off-Duty**, your Frame becomes *Inseminated* if it wasn't already.

When you birth a child from your Frame's implanted womb, spend Heat, remove *Inseminated,* and roll.

On an 8-10, your child is obedient and vicious. Your Handler will write it as a Class 0 Gorgon of any type and with 2 Assets.

On a 11+, your child is willful, though it will not harm you. Your Handler will write it as a Class I or Class III Gorgon of any type and with 3 Assets.

On a 7-, your child can't understand what you want, and sits pitifully where it was born. Your Handler will write it as a Class II Gorgon of any type and with 1 Asset.

Obedience Training

You are authorized to **Punish** the Harpy as you wish, although you are not authorized to kill her. You may remove her Tags at any point, but will face punishment still if you free her (so you must ensure any Tags you give her will keep her under control).

Void Storage

When you gain Void while plugged into the Harpy, you can 'store' the Void in her. The changes of the Void only take place while you are plugged into her, and the Foundation can surgically remove 1 Void without damaging the Asset when you **Go Off-Duty**.

Universal Plug

You can use anyone as a **Living Battery**, not just the Harpy. If you do, on an 8+ you may give them a Tag.

A Girl is Kinda Like a Pet

If you roll an 8+, you may bring the Harpy with you when you **Go Off-Duty** (otherwise she spends her time in surgery like normal). She gains a *Leash* and *Collar*.

DoctorDoctor Mk. II

DoctorDoctor was one of the rare series of 'support' Frames, designed to increase survivability in the field without directly contributing as much to firepower, giving Pilots the ability to fall back in combat for quick repairs. She was praised by Handlers for a 30% increase in Cadre survivability metrics, but was slowly phased out for cost and efficiency reasons.

Core Rules

Assets

Pick 2 Frame Assets and detail them:

- ☐ Small
- ☐ Rail-Bayonet
- ☐ Scrabbling Claws
- ☐ Standard Beam Shotgun
- ☐ Mesh Wings
- ☐ Agility Thrusters
- ☐ Brainwave Sensors
- ☐ Adaptive Camouflage
- ☐ Prey AM (Artificial Mind)

Nanobot Injection

When you stab another Frame with your nanobots, mark **Planned Obsolescence,** spend Heat and roll.

On an 8-10, your nanobots flood her system, and she undamages a Frame Asset and gains however much Heat you spent.

On a 11+, the nanobots send her into overdrive, and you pick 2.

- *She undamages 2 Frame Assets.*
- *The nanobots surge through her Neural Link and into her body. She can undamage a Girl Asset. If she has no damaged Girl Assets, she gains 3 Heat.*
- *The nanobots top her up, and she can unmark an Identity.*

On a 7-, she undamages a Frame Asset.

Planned Obsolescence

☐☐☐☐|☐☐☐☐|☐☐☐☐

Mark a box on this track whenever:

- *You use your **Nanobot Injection***
- *Your Cadre fails a mission*
- *Your Cadre finishes a mission (success or failure)*
- *A member of your Cadre dies*

Whenever you reach a line, someone on your Cadre must spend a Permission or your Frame is taken to be scrapped for parts. When the track fills completely, your Frame is taken to be scrapped for parts in order to save the Foundation money. Lose all plays from this Frame and pick a new one.

Advancements

You can choose any of these using Permissions. If you're playing a quicker game, choose 1 of these to start.

Borrowed Wings

When you tear off a damaged Asset from another Frame, spend at least 2 Heat and remove it from the other Frame entirely. Graft it onto yourself and repair it.

Any additional Assets gained through this play will be moved back by Foundation engineers when you **Go Off-Duty**.

Here for Support

When you hide behind someone, spend Heat and roll.

On an 8-10, they have to protect you. Nobody can hurt you while they're protecting you, except them. They may deepen their Bond with you.

On a 11+, as an 8-10 except they can choose not to protect you. If they do, you choose 1:

- *Give them a Tag*
- *Lower their Status*

On a 7-, it's all too chaotic, and they lose track of you. You're in more danger now than when you hid.

Metal Angel

When you take someone under your care, even if another rule in the game contradicts this, you can keep them alive. It doesn't matter how injured they are or how much they should have died on the spot. They're alive, you can keep them that way, and if you spend your next time **Off-Duty** caring for them, they'll recover.

Just a Bit More Time

Unmark 2 boxes of **Planned Obsolescence**. You may take this multiple times.

The Cute Nurse

When you give someone medical care, deepen your Bond with them.

Wyvern_0.4

The Wyvern Frame was never finished. It was originally made for a full Cadre to pilot, a mobile base for expeditions into Voidspace. The testing Cadres all died, and the concept was repurposed. It's too enormous for one person to handle, too large a weight to bear. A behemoth for eight Girls that you must pilot alone.

Core Rules

Assets

You have the Frame Asset **Enormous**, which doesn't count against your maximum Frame Assets and can't be replaced. Pick 2 other Frame Assets and detail them:

- ☐ Secondary Gunners
- ☐ Nuclear Claws
- ☐ Shadow Generator
- ☐ Missile Bay
- ☐ 'The Plate'
- ☐ Adaptive Quadrapedality
- ☐ Star Core
- ☐ The Wolfjaw
- ☐ Gravity Well

A Vast and Tractless Beast

When you explore your Frame, say if you're bringing anyone with you, spend Heat, and roll.

On an 8-10, ask your Frame a question and unmark an Identity.

- *What do I find in the server rooms, beeping and humming?*
- *What do I find in the engine room, burning hot?*
- *What do I find in the cots, hidden beneath the beds and blankets?*
- *What do I find in the cockpit, most of its chairs lying cold and empty?*
- *What do I find in the halls, seemingly endless and terribly dark?*
- *What do I find in the kitchen, between expired ration packets?*
- *What do I find in a secret panel, installed with rudimentary tools?*
- *What do I find outside the Frame, wedged in the vast tracts of armour plating?*

On a 11+, ask your Frame 2 questions from above, but your Handler chooses 1 from below. Unmark 2 Identities.

- *It takes some time for you to get back safely.*
- *Something within the Frame doesn't want to let you go, and you'll have to make a play to make your escape.*

On a 7-, your Handler chooses 1 from each. Unmark an Identity.

Your Frame's answers should give you insight into the larger scale of your circumstances and the history of the Frame.

Leviathan Chassis

When you **Keep Your Head** while piloting, you're always *big* enough in addition to your other choices.

You can hold other Vital Frames within your Frame for transportation.

A Heavy Burden

When you Link up, you feel the enormous strain of your Frame bearing down on you. If you don't spend 3 Heat right now, the pressure will erase an Identity.

Advancements

You can choose any of these using Permissions. If you're playing a quicker game, choose 1 of these to start.

Crushing Bulk

When you perform an **All-Out-Assault**, add the following options to the first list:

- *Destroy the environment, smashing open any hiding spots and causing vast collateral damage.*
- *Crush a Sprite-Class Gorgon (or anything else the size of a truck or smaller) beneath your Frame.*

Renovation Permission Forms

Pick 1 room of your Frame. Fix it into someplace nice, restoring it to its former glory. You may take this Permission multiple times.

Deep Exploration

Write 2 new questions that you may ask your Frame.

Wraith AM

When you unleash your Frame's artificially-created minds, spend Heat and roll.

On an 8-10, pick one of the following AMs to unleash. If you haven't already, name it. Anyone may play it, as long as they abide by the AM rules (*1. Obey the person who knows your trigger word to the spirit of their commands. 2. Act in a manner consistent with the mind you are based on. 3. Never try to free yourself from your current state*).

- _____*, once the Frame's gunner (+1 to* ***All-Out Assault****)*
- _____*, once the Frame's navigator (+1 to* ***Dive Deep****)*
- _____*, once the Frame's captain (+1 to* ***Keep Your Head*** *or* ***Put Someone Beneath You****)*
- ~~*Sarah , once the Frame's battery (+1 to* ***Disobey Orders*** *or* ***Check Sensors****)*~~

On a 11+, pick an AM to unleash. Your Handler gives it a Tag. Each Tag it has alters the 2nd AM rule.

On a 7-, your Handler picks an AM to unleash and gives it a Tag.

Protector

When you use yourself as a shield, pick someone you're protecting, spend Heat and roll.

On an 8-10, they become "Shielded," and may deepen their Bond with you if they wish. While they are Shielded, their Assets cannot be damaged, and nobody can make plays against them. They stop being Shielded when you move away, unless you're carrying them in your Frame.

On a 11+, they become Shielded, and anyone trying to get to them can tell the attempt is hopeless. If they give up, they can give you a Tag as a parting shot.

On a 7-, you can't protect them. Weaken your Bond with them, and your Handler makes a play.

The Enforcer

Enforcer is mostly obscured by classified information and redacted documents, but all those who've piloted her understand her true purpose: you wouldn't design a Frame with the ability to hack if you were only going after Gorgons.

Core Rules

Assets

Pick 2 Frame Assets and detail them:

- ☐ Insectile Legs
- ☐ Cloak Film
- ☐ Vindication Rifle
- ☐ Blackplate
- ☐ Incendiary Knife
- ☐ Nanobot Mace
- ☐ Hacking Module
- ☐ Shard Missiles
- ☐ Shotgun Arm

Obedience Initiative

Your job is to enforce your Handler's rules. So long as you are not The Dog, you gain the following benefits:

- *You are considered 'trusted' by the Foundation when it comes to determining truth.*
- *At the end of a mission, if you have reported a Girl attempting to disobey orders or captured a rebel, you gain a Permission.*
- *You can always volunteer to carry out Punishments.*

Enemies Everywhere

Tell your Handler they gain the play *"violently reveal that an NPC is secretly a rebel."*

Compliance Virus

When you infect another Frame with your virus, spend Heat and roll.

On an 8-10, she becomes *Infected*. While she is *Infected*, the following things are true:

- *You may use the fact that she is Infected like a Tag when she **Disobeys Orders**.*
- *You count as being of higher Status than her for the purposes of giving her orders.*
- *You can expel the infection at any time to inflict her with sudden and horrible pain.*

On a 11+, she is *Infected*, but she can give you a Tag in exchange. You may immediately compel her to make a Play against someone, although she may choose what kind.

On a 7-, she shrugs off the infection and can choose to give you a Tag, lower your Status, or deepen your Bond.

Advancements

You can choose any of these using Permissions. If you're playing a quicker game, choose 1 of these to start.

Memory Extraction

When you strap someone down and mess with their brain, spend Heat and roll.

On an 8-10, choose a memory from the list. Remove it. If they have any Identities linked to that memory (given by that person, gained in that place, on that day, etc), remove them as well.

- *A person*
- *A place*
- *A day*
- *Anything within a time range of at least 1 year.*

On a 11+, as an 8-10, but your Handler will pick another category to also be removed.

On a 7-, pick 1 to be removed anyways, but if they gain an Identity (or a Tag if they're an NPC) associated with that memory again, they regain the memory.

Intimacy Virus

When someone becomes *Infected* by you, Deepen your Bond.

Master's Dog

Deepen your Bond with your Handler. While you have an *Intense* Bond with your Handler, you can add +2 or -2 after rolling to **Go Off-Duty**, and are allowed to sleep in your Handler's room.

Personal Firearm

You are given a pistol and access to ammunition. Add it as a Girl Asset. If you ever lose it, you can get it back the next time you roll an 8+ to **Go Off-Duty**.

Pavlov's Soldier

When you **Keep Your Head**, if you're obeying orders, you may always be the following two regardless of your other choices.

- *I'm a good soldier.*
- *This feels as good as sex.*

THE HANDLER

The Handler in Girl Frame fills a role you might be familiar with if you've played other Tabletop Roleplaying Games before. They will manage the rest of the world outside the Girls and their Vital Frames, design missions, and be a guiding voice for the players.

They will also play the namesake Handler, a character who manages the Girls on behalf of the Foundation. The Handler has **Responsibilities** and **Plays**.

Responsibilities

A Handler's **Responsibilities** are guidelines on how to act. You should be considering these whether or not you are actively playing the Handler character. In addition, any Handler who slacks in these responsibilities will be quickly replaced by the Foundation

- Make your Handler Plays when appropriate, interesting, or necessary.
- Portray the world in a way that is complex, meaningful, and honest to the Girl's experiences (if not honest overall).
- Be a fan of the characters, but don't let them have it easy. Provide challenges from both the Foundation and the Gorgon threat for the players to overcome.
- Provide the Pilots with any information they are authorized to know.
- Push them into situations that keep them on edge.

Handler Plays

As a Handler, you can make Plays. Make your plays whenever:

- Your **Responsibilities** call for it.
- Another Play calls for it.
- Things are slowing down or people are looking for orders.
- They're getting too comfortable.

You can make any of these plays:

- Brief Them on the Situation
- Punish Them
- Escalate the Situation
- Introduce the Support
- Mess with their Status, Tags, or Assets
- Place an Expectation on Them

You also have **Playbook Plays**.

Brief Them on the Situation

Give them information about what's going on, either directly or by telling them what their eyes and ears might see. If one of them has thoughts or ideas, you can ask it to share or tell it to keep quiet (it might talk anyways, you can **Punish** it for that if you like).

Punish Them

Use the **Punishment** rules. Some Girl Plays — such as **Disobey Orders** and **Check Sensors** — require you to make this Play. You also must make this Play against **The Dog** after each mission.

As the Handler, you must remember that you are still on the Girl's side, despite being their boss. They represent investments, difficult-to-replace assets, and potentially pets. Even if the Foundation doesn't care about them, their performance represents your professional ability. You need them more than you should ever admit to them.

Therefore, don't jump directly to Severe Punishments. Stick with Minor in most situations, pull out Moderate when they're really causing trouble. Everyone gets 1 free pass at attempted treason before you strap them to a chair and put an ice pick through their brain.

Escalate the Situation

Introduce something to threaten the Girls, either directly or in the distance. This could include:

- A **Gorgon**
- A **Harpy**
- A threat from within the Foundation
- A threat of rebels against the Foundation
- A direct threat from you
- A previous threat but with higher stakes
- A reveal of a new danger from a previous threat

Introduce the Support

Introduce an employee of the Foundation who works to keep their Frames running. They could work in:

- Logistics
- Catering
- Discipline
- R&D/Engineering
- Marketing
- Information and Satellite
- Something else that keeps the Frames fighting

Employees should feel like regular people, first and foremost. Most likely are living paycheck-to-paycheck, don't care much about politics, and find the Girl's existence moderately uncomfortable.

Mess with Their Status, Tags, or Assets

Raise or Lower their Status, give them a Tag, or damage an Asset

Status is ideal for showing favouritism or encouraging behaviour. Tags are a method of control you can apply to Girls to make them act how you want. Damaging Assets can serve as a consequence for their actions.

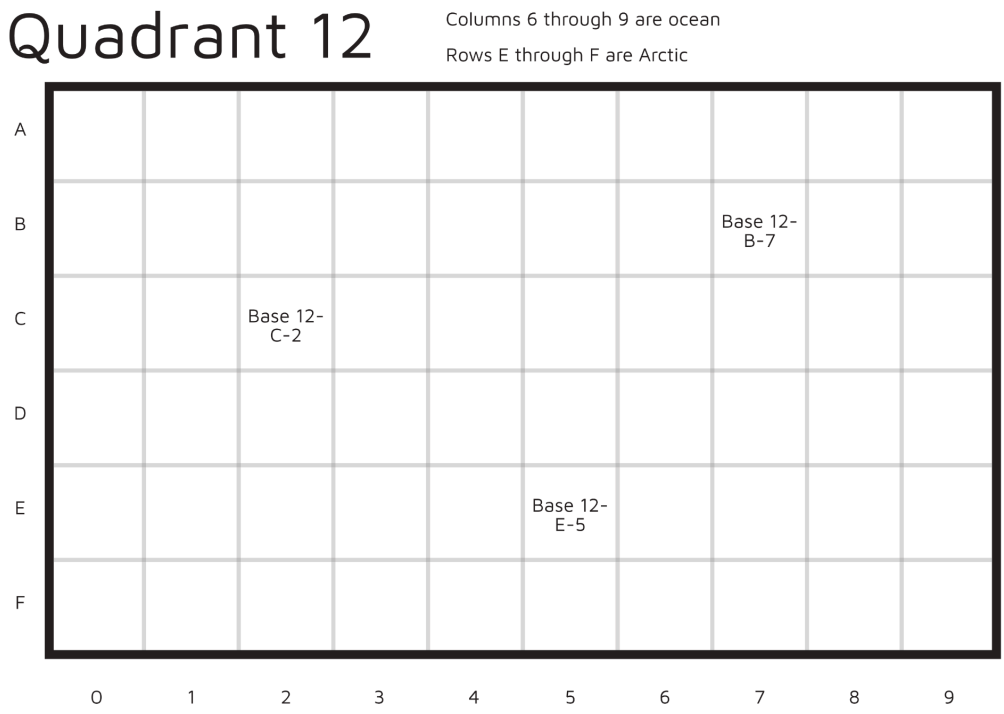
Place an Expectation on Them

Give them an expectation to follow. This can take the form of a rule that must be followed, the threat of a punishment, someone's desires for them, or a mission objective you want them to achieve. Tell them the consequences of disobedience.

The World Battlefield

Your Girls don't have to think about the wider scale. They only have to think about the day-to-day, hour-to-hour, second-to-second. It's your job to think about the bigger picture. The warfront.

You are responsible for Quadrant 12. Where exactly this is is up to you, but by default it encompasses part of the ocean, several cities, and part of either Antarctica or the Arctic Circle.



You are under control of all Bases in Quadrant 12. While you don't manage their day-to-day runnings, you are the final authority on their defence and your word is law.

Before the game begins, place the following on the map of Quadrant 12, each in their own square:

- At least 2 major cities (come up with names, or call them Arcadia and New Edmonton)
- 3 important locations such as a power plant or factory (come up with names, or call them M-96, First Side, and Chreston)
- A Class II (Dormant) Gorgon anywhere on the map.

- A Class IV (Directed) Gorgon on an edge. Draw an arrow with its projected direction, towards a Base or Major City that is at least 2 spaces away.
- A Class II (Dormant) Gorgon above the map in orbit (make a note of it somewhere on the edge).

Each square takes about an hour to cross over in a standard Foundation Transport, and about the same amount of time in a Vital Frame.

Also place a Class 0 (Benevolent) Gorgon on one of your Bases, but don't write it down, as it's a strictly-kept secret.

In Play

It is your job to decide where to send your Cadre and how to use them to defend your area.

Whenever the Girls Go Off-Duty, roll, and add the number of times they've Gone Off-Duty since a Gorgon last appeared. Move any Directed Gorgons 1 space towards their goal.

On a 7-, everything is quiet. You may still send the Girls out on a mission if you wish.

On an 8-10, trouble brews. Choose 1:

- *A Dormant Gorgon wakes up. Change its Class.*
- *Add a Dormant Gorgon anywhere not on a Base, City, or Important Location (including in Orbit).*
- *Move a Directed Gorgon 1 additional space towards their goal.*
- *The next time a Gorgon does appear, it will come with Sprite-Class Gorgons.*

On a 11+, a new threat appears. Pick 1:

- *Place a Directed Gorgon on the edge of the map and pick a goal for it, or place it in Orbit and have a countdown (1-4 off-duty plays) until it lands.*
- *An Erratic Gorgon appears on a Base, City, or Important Location.*
- *An Aggressive Gorgon appears on a Base, City, or Important Location.*
- *A Benevolent Gorgon appears anywhere outside of a Base.*
- *A Harpy or Rebel appears anywhere.*

Gorgon Territory

If a Gorgon successfully destroys a Base, Important Location, or City, pick something that is now in short supply (*food, personnel, ammunition, etc*). Then, that space and the 8 surrounding it become Gorgon Territory. Trying to move through there will result in being attacked by Sprites and possibly the Gorgon itself.

Your Job

You are tasked with defending Quadrant 12 from Gorgon and Harpy attacks, keeping the military bases and civilian populace safe.

If all Bases are destroyed, you have failed your job and will likely be fired or even imprisoned. If a City is destroyed or all important locations have been destroyed your chances for a promotion are essentially gone.

If you are fired, retire, or die, your Cadre will face one of several outcomes:

- They are reassigned to a new Quadrant with a new Handler.
- Given a new Handler in Quadrant 12 (if Quadrant 12 is lost, they will be tasked with retaking it).
- Execution, if they are deemed too dangerous.

Missions

To defend Quadrant 12, you will send Girls on **Missions**. Typically a mission should take up about half a session, and involves one of the following structures:

- **Elimination.** The Cadre has a target which they must defeat or drive off.
- **Defence.** The Cadre must protect a valuable resource, usually a structure or person, from a Gorgon or Harpy.
- **Rescue.** Where other Girls, civilians, or Foundation members must be rescued from a dangerous situation.
- **Repossession.** Where the Cadre is tasked with recovering a Harpy or rogue Pilot.
- **Peacekeeping.** Where the Cadre are sent to eliminate political opponents of the Foundation, such as revolutionaries or rebels.
- **Publicity.** Where the Cadre must make some kind of public appearance for marketing or politics.
- **Infiltration.** Where the Cadre must infiltrate a human organization or event.

It is your job to give the Girls their missions and determine when they have succeeded or failed. The easiest way to set up a mission is to create a Harpy or Gorgon in an interesting location and pick a mission goal for the Cadre.

> **Note:** Between missions, Girls will play out their scenes from the **Go Off-Duty** play. If this ends up taking up all or the majority of the session, don't worry too much about it. Once all scenes are finished, you can introduce the Girl's next mission as you please.

Handler Creation

Pick 1 of the following Handler Playbooks to use:

- Mistress
- Dogrunner
- Scientist
- Frantic

Your Handler Playbook will give you additional plays and special rules to follow. Also think about:

- *Your name*
- *What you look like*
- *What image you convey with your outfit*
- *How you got into this job*

Gear

You have access to everything in your base. This by default includes:

- *As much guns and ammunition as you could possibly want*
- *Radio and satellite imaging*
- *The numbers of local politicians*
- *An office with a nice desk*
- *Enough soldiers to deal with a violent Girl, but not enough to spare on guarding them 24/7*
- *A surgical bay with the ability to do link installment and tracker chips*
- *A transport craft*

Also choose 2 and detail them:

- ☐ *A personal stash of recreational drugs*
- ☐ *An oddly cushy bedroom*
- ☐ *A hereditary title*
- ☐ *An in-base film studio and propaganda crew*
- ☐ *A large collection of custom outfits and toys*
- ☐ *A custom-made weapon*
- ☐ *A 'pet'*

MISTRESS

Girls aren't too bad; most Handlers are cruel, but you prefer the gentler approach. They're so starved for praise, for affection, for love, if they get just a taste, they'll do anything for you.

And they're kind of cute, aren't they? When they think you're the only one who cares about them. You can give them what they want, so long as they put in the effort to earn it.

Additional Plays

- Give praise and conditional love.
- Gently brush aside their boundaries and personal space.
- **Catch More Flies With Honey**.

Catch More Flies With Honey

When a Girl *Receives Orders* and chooses to obey without hesitation or lip, you may pick 1-2 rewards to give it:

- *Praise it or give it sympathy.*
- *Give it a pet name, and optionally a matching Tag.*
- *Raise its Status.*
- *Offer it sex or physical affection, with you or with someone else. If it accepts, deepen your Bond with it.*
- *Offer it medical care.*
- *The offer of one of the above if it'll just do one more thing for you.*
- *The offer of a Permission if it continues its good behaviour.*

It can reject your reward if it wishes, and you can **Punish** it for that rejection, or simply smile and nod.

Insidious Conditioning

When a Girl has an Intense Bond with you, you can adjust any roll it makes to **Disobey Orders** by -2.

Sex Play

When you have sex with a Girl, ask it for a favour. If it accepts, it is promoted to The Ace. If it fails to complete the favour, it is demoted to The Dog.

DOGRUNNER

Legally speaking, the process of using a Link and plugging yourself into a Vital Frame makes Pilots no longer human. Obviously someone who has undergone the necessary surgeries and is capable of melding their brain with a ten-metre-tall hybrid of unreal machinery has something different about them.

Everyone else treats them as subhuman anyways, you're just honest about it.

Additional Plays

- Make a mistake and blame them for it.
- Treat them like dogs.
- **Dress Them Down**.

Dress Them Down

When you're going to punish them or want to, you can instead pick 1-3 of the following. Reduce their Status for each. If this makes them The Dog, give them a Tag.

- *Insult their capabilities or competency.*
- *Insult their appearance or attractiveness.*
- *Dismiss them because of their gender, sexuality, age, or something else they can't do anything about.*
- *Call them a dog, mutt, or stray.*
- *Strike them, grab them, or restrain them.*
- *Call someone else over to pick one, or force another Girl to do it.*
- *Tell them to do something demeaning or risk a proper **Punishment**.*
- *End the dressing down with an order for them to get out of your sight.*
- *End the dressing down by deciding they deserve a proper **Punishment** after all.*

No Rest for Hounds

Rather than The Dog being the lowest Status Girl, when a Girl becomes The Dog, it stays The Dog until it receives **Punishment** or becomes the Ace (its Status can still change, but it'll stay The Dog even when it increases in Status).

Sex Play

When you have sex with a Girl, ask it whether it thinks it did a good job. If you agree, give it a Tag and it gets +2 to the next time it **Goes Off-Duty**. If you disagree, **Punish** it.

SCIENTIST

The Girls don't matter. They're small picture. Interchangeable and expendable, not even truly human. What matters is the Work, the war, the Frames. They're just tools, and not ones you need to pay attention to.

You have your lab and you have your assistants. You barely need to interact with the Girls at all. Just set them loose and request new ones if they die. You're going to win this war by any means necessary.

Additional Plays

- Delegate responsibility or communication to an assistant.
- Leave them stranded.
- **Head to the Lab**.

Head to the Lab

Before the Girls head on a mission,you go to your lab. Choose 1-2.

- *Cut comms. They'll take -2 to **Check Sensors** this mission.*
- *Remove one of the Ace or the Dog's Assets and replace it with something clunky and experimental.*
- *Inject all of them with something or give them an experimental operation. Give each of them a Tag.*
- *Give an additional task that furthers your **Big Picture** goals.*
- *Subject one of them to experimental conditioning, giving them a Tag. Pick a play. While they have that Tag, you can mark it to adjust their rolls with that play to a 7- or an 11+ automatically.*
- *Change a captured Gorgon's Class or personally adjust a Harpy into a Mockingbird, ready for them when they return.*

The Big Picture

You can solve things. You can crack the code and win the war, bringing humans to a brighter future.

Tick each of these off as you use the Girls to accomplish them:

- ☐ Bring a dead Girl back in a new form.
- ☐ Dissect a Gorgon.
- ☐ Dissect a Mother-Type Gorgon.

- ☐ Dissect a Harpy.
- ☐ Convert a Harpy into a Mockingbird.
- ☐ Turn a Gorgon into a Class 0.
- ☐ Destroy the officials restricting your work.
- ☐ Explore a portion of Voidspace.

When you've accomplished all of them, describe your final plan, and ask the Girls how they're going to play the end of the world.

Sex Play

When you have sex with a Girl, you take it to your lab for experimentation. Choose 1-2:

- *Excise a Void-touched Asset. Give it a new Asset in exchange.*
- *Cause it to gain Void.*
- *Erase one of its memories (along with a linked Tag or Bond).*
- *Tell them a* Trigger *and a* Play*. When their* Trigger *happens, they must make the* Play*.*

FRANTIC

It's all too much. You aren't ready to be a Handler, aren't ready to have your Girls die, aren't ready to hold the fate of millions in your hands. You're underfunded, underprepared, and have half as much staff as you need.

These Girls had better lock the fuck in, because otherwise you're all dead.

Additional Plays

- Show how everything is worse than it seemed at first.
- Use a depleted resource to limit their actions.
- **Break Down**

A Disaster in the Making

Things are bad. **If all bases and cities are destroyed, everyone dies.** Rather than the usual setup, you start with 2 Cities, 2 Bases, and no important locations.

Bases and Cities can be Marked at any time. Bases and Cities become Unmarked when you **Go Off-Duty**.

You have **Resources**. **Effect** is what the Resource does. **Production** is how you get more. **Starting** is how many of that Resource you begin with.

Resource	Effect	Production	Starting
Alloys	Distribute to your Girls. Spend 1 when a Frame Asset is damaged.	Mark a base to gain 2	2/Girl
Fuel	Spend 1/Girl when a mission starts	Mark a city to gain 2	1/Girl
Medication	Spend 1 whenever a Girl undamages a Girl Asset.	Mark a city or base to gain 1	2/Girl
Rations	Spend 1 when a Girl rolls an 8+ to go **Off-Duty**.	Mark a city to gain 1	1/Girl
Soldiers	Place and move as needed. Soldiers can be killed by enemies or Girls. A city or base without soldiers falls	Convert a city into a base to gain 2 Soldiers	6
Spare Girls	Spend 1 when a Girl dies or becomes a Harpy to clone them. Cloned Girls reset their Identities and gain *Amnesiac*.	Mark 1 base and 1 city to gain 1	2

Break Down

When you have a breakdown, roll + the number of cities still existing. You must have a breakdown when a Girl dies or when you run out of alloys, food, fuel, or medication.

On an 8-10, choose 2.

- *Kill someone's NPC bond (on purpose or by accident).*
- *Drink, smoke, or cry yourself into a stupor. Pick a Girl to find you as you lay in your office.*
- *Have sex with a Girl of your choice.*
- *Dole out a Minor Punishment to each Girl.*
- *Dole out a Moderate Punishment to one Girl.*

On a 11+, choose 1, and your Ace chooses 1 for you.

On a 7-, your Dog chooses 3 for you.

Sex Play

When you have sex with a Girl, roll -1 if it's the Ace, +1 if it's a Wing, and +3 if it's the Dog.

On an 8-10, ask if it will hold you and comfort you. If it will, give it a Permission and lower its Status. Otherwise, you each give each other a Tag.

On a 11+, you use it for comfort. Deepen your Bond and it can unmark all Identities. It can give you the Tag "*Dogfucker*."

On a 7-, ask it if it actually cares about you. If you think it's lying, **Punish It** or **Break Down**. Otherwise, deepen your Bond and it can give you a Tag.

> **Note:** If everything is going terribly and you want your Handler to start breaking down, feel free to swap your Handler playbook to Frantic.

GORGONS

Don't look. Don't listen.

They were there when humanity opened the paths to Voidspace. They were waiting.

Their forms are malleable. Rarely are any two the same. Most are large, as big or bigger than a Vital Frame. Some look adjacent to humanity, some barely look possible at all.

Maybe we opened the route for them. Maybe they could get here all along, and just never realized there was anything they wanted.

We think they're trying to communicate, but they come from a realm of unreal physics. Their speech atomizes us, the sight of them makes our noses bleed and our brains blind themselves. They don't know death, so they try to speak with their bodies when their other methods fail. We are not immortal like them, and cannot survive the violence their attempts to understand entails.

Gorgons are boundlessly curious, consistently strange, and inherently dangerous. It is a tragedy that they must be slain (and they *can* be killed, despite everything), but it's us or them.

No other choice, right?

Just hit their cores. Each one is about the size of a person, somewhere inside them. That's all you gotta do.

Of course, it isn't that easy, in practice. They are physically powerful, and interacting with them is painful. But they must be stopped.

Gorgon Plays

All Gorgons can make the play "**Attack**" and the play "**Collateral Damage**." Different Gorgon Classes and Types have additional plays. Typically a Gorgon should make a play after each time a Girl makes a play.

Gorgons are defeated when all their Assets are damaged.

Attack

When a Gorgon attacks, say what Assets it's using to attack. The Girl it's attacking will have to make a play to fight back or avoid it, or it will damage an Asset.

If the Gorgon is instead attacking an NPC, it will kill them. If it is attacking another Gorgon or Harpy, the two of them will pit Assets against each other, and the Handler will decide which one comes out on top, destroying the losing Asset.

Collateral Damage

When a Gorgon lashes out at the environment, say what Assets it's using to cause destruction. Then choose 1-2:

- *Put civilians in danger. If no plays are made to save them, they'll die.*
- *Damage a structure. If no plays are made to interrupt it, the structure will collapse.*
- *Fry electronics or communications.*
- *Change the environment in some unusual way.*

Gorgon Classes

Gorgon Classes determine a general demeanor or approach the Gorgon might take. These include:

- Class I: Aggressive
- Class II: Dormant
- Class III: Erratic
- Class IV: Directed
- Class V: Sprite
- Class 0: Benevolent

Class I: Aggressive

Attacks indiscriminately.

Appearance: Claws, Psychic Waves, Big Teeth

Assets: 6

Unique Plays & Rules

- If it damages all Frame Assets, it may also immediately damage a Girl Asset.
- *Introduce it by killing an NPC.*

Class II: Dormant

Still and unmoving, but for how long?

Appearance: Shells, Miasma, Song

Assets: 3

Unique Plays & Rules

- *Keep its type concealed until it is seen by the Girls*
- *When attacked and forced out of dormancy, inflict Void on the attacker.*
- *Force someone who gets close to* ***Dive Deep****.*

Class III: Erratic

No particular indicator of intent.

Appearance: Tendrils, Blurring, Uncomfortably Human

Assets: 4

Unique Plays & Rules

- *Inflict a Tag on any NPC.*
- *Flee a battle to go somewhere else. They'll have to make a play to catch it in time.*

Class IV: Directed

Targeting a location or person.

Appearance: Geometric, Insectoid, Slow

Assets: 5

Unique Plays & Rules

- Pick 1 Asset. That Asset protects the other Assets, and cannot be dealt with through direct attack.
- *Cause Collateral Damage without the opportunity to interrupt it.*

Class V: Sprite

Weak Gorgons, only about the size of a car, who obey another Gorgon and appear to share their goals.

Appearance: Mindless, Small, Loud

Assets: 1 (singular) or 2 (group)

Unique Plays and Rules

- Share a Type and Type Plays with the Class they follow
- *Leap in to take a blow*

Class 0: Benevolent

Appearance: Exactly Human, Crystalline, Wounded

Assets: 2

Unique Plays and Rules

- Will not attack or cause collateral damage.
- *Offer a choice.*
- *Communicate in some manner*

Gorgon Types

Gorgon Types are identifiers created by the Foundation to track general trends in Gorgon abilities and traits. They include:

- Incubus-Type
- Doppleganger-Type
- Jackdaw-Type
- Mother-Type

Coming...

- Sentinel-Type
- Leviathan-Type

Gorgon types can be used by the Handler to determine what challenges might face the Girls on their missions.

Incubus-Type

An incubus-type directly tampers with emotions through electromagnetic fields, seeking to corrupt Girls into Harpies.

Assets

- ☐ Immobilizing Tendrils
- ☐ Deep-Sea Terror
- ☐ Fleshy Skirts
- ☐ Elongated Limbs
- ☐ Leaking Poison
- ☐ Eyeless Awareness

Incubus Plays

- Stun everyone with no Void with your beauty.
- Inflict a Tag (*blissed-out, craving touch, dysphoric, paralyzing anxiety, grief without source*).
- Use your **Emotional Conditioning**.

Emotional Conditioning

When you infect a Girl with feeling, you must mark one of its Tags, and tell it to spend Heat and roll.

On an 8-10, it manages to resist your conditioning, and can erase the chosen Tag.

On a 11+, its mind rebels. It gains Void, and must immediately make a play to act on the Tag.

On a 7-, it is overwhelmed with an emotion associated with the Tag. If it isn't knocked out, killed, or captured immediately, it will become a **Harpy**.

Dopplegänger Type

A Dopplegänger Type disguises itself as a person, assimilating into the role and collecting people around it for unknown reasons.

Assets

- ☐ Cult Following
- ☐ Hypnotic Stare
- ☐ Hidden Tentacles
- ☐ Kaiju Transformation
- ☐ Human Shields
- ☐ Explosives

Dopplegänger Plays

- Mark a Girl's Tag and slip away, requiring someone to make a play to find you (probably **Sniff You Out**).
- Have an NPC trust you over the Girls.
- Give someone a Tag and form a Bond.
- Hint at your existence OR reveal you've been here all along.

Sniff You Out

When a Girl tries to sniff you out, tell it to spend Heat and roll.

On an 8-10, the Girl can discover your identity, but has to choose 1 first.

- *Normalcy must be upended quickly and violently in the community to draw you out.*
- *You're in a position to cause unavoidable collateral damage when you find you.*
- *They'll need to set one of themselves up as bait to draw you out.*
- *They find 2-3 people who could each possibly be you, and there's no obvious answer.*
- *You may choose a Basic Play. No Girl can make that play against you without your permission.*

On a 11+, the Girl can discover your identity, but has to choose 2 first, and one of them has to be upending normalcy or collateral damage.

On a 7-, the Girl can discover your identity, but has to choose 3 first

Jackdaw-Type

A Jackdaw-Type induces hallucinations and spasms through their song, whispers and flesh-on-flesh cascading far beyond the range of any weapons.

Assets

- ☐ Towering Body
- ☐ Angelic Wings
- ☐ Metal-Warping Shriek
- ☐ Giant Bone-Sword
- ☐ Fractal Telekinetics
- ☐ Looks Exactly Like Your Dad

Jackdaw Plays

- Drive non-Pilots within your range into weeping catatonia.
- Drown out audible comms. Girls in Autocrat Frames probably have visual alternatives, but all Girls without a communication method become *Isolated* until they get out of your range. *Isolated* Girls may not communicate with other Girls, even out of character.
- Inflict an *Isolated* Girl with your **Hallucinations**

Hallucinations

When you inflict a Girl with hallucinations, tell it to spend Heat and roll.

On an 8-10, it fights off the delusion, but must describe what you've shown it and write it as a Tag.

On a 11+, it shoves directly through your illusion. It must write what you've shown it as a Tag which cannot be rejected, but is no longer *Isolated*.

On a 7-, it is lost within your hallucinations as long as it is within your range, catatonic. It immediately erases 3 Identities, writes what you've shown it as an Identity, and will gain Void immediately and again for each day it is inside your range. *Isolated* becomes a Tag.

Mother-Type

A Mother-Type infects through knowledge, mere pictures and reports causing whorls to form on skin and bone to fractal and grow.

Assets

- ☐ Gaping Maw
- ☐ Utter Stillness
- ☐ Swarm of Spritelings
- ☐ Whip-Blade
- ☐ A Million Hands
- ☐ Solar Wings

Mother Plays

- Cause flesh in your presence to change (*engulfing, branching, melding, entwining, oozing, ripping, crawling, scattering, twisting, calcifying*). Assign a Tag to match.
- Damage one of your Assets to create a Sprite Gorgon. If it escapes, it will grow into an adult Gorgon the next time the Girls go off-duty.
- Mark a Tag and inflict your **Memetic Hazard** on someone.

Memetic Hazard

When a Girl learns of your existence or is in your presence, tell it to spend Heat and roll.

On an 8-10, it manages to partially fight off your influence, but must choose 1:

- *It gains Void.*
- *You pick a play. It must immediately make that play, and you make decisions for it.*

On a 11+, it must choose both. As long as it has the Void-touched Asset given by this play, it cannot be affected by this play again.

On a 7-, its body attempts to meld with its Vital Frame. If it does not immediately eject, it becomes a **Harpy**.

HARPIES

Not every lost Gorgon encounter results in death. Many girls are changed — taken in their Vital Frames by a being that warps them, fills their frame with flesh and their bodies with alien secrets.

Harpies are ecstatic, joyous dreams. Girls can rarely hope to match their mastery of their frames, and though Harpies lack the sense-damaging powers of Gorgons, they move and fight with unparalleled skill, laughing and crying and celebrating all the while.

Repossession of a Harpy is rare. First, the Frame must be beaten without the girl's death, a difficult task, as she serves the place of a core. Then she must be subdued and transported — she will be distraught, sobbing and screaming and trying to claw her way back to her Harpy-body.

After, she can be studied, although the poisons in her body must be purged without a Frame to metabolize them, and the functions of her new organs must be pieced together (or excised if necessary). At no point in this is she cooperative; she's a wild animal, self-destructive and often violent.

The final step is drugs, chemical injections, and reprogramming, battering her mind back into a roughly human form. This leaves her hollow, what many other girls call a "Mockingbird."

Harpies weep when they see their former sisters turned, in a very different way from the human pilots who train their guns upon the laughing, ethereal remnants of their old comrades.

> **Note:** Girls who confess to curiosity or admiration for the Harpy's change are to be taken out of action immediately and monitored for further signs of self-destructive behaviour.

HARPY

A Harpy uses this playbook as a combined Girl+Frame playbook. This playbook is for the Handler's convenience only, and Girls are not allowed to look at it or consider it.

Harpy Assets

Pick 3 Harpy Assets and detail them, or use her Void-altered Girl Assets.

- ☐ Too Beautiful For Words
- ☐ Knows All Their Tricks
- ☐ Inescapable Voice
- ☐ Writhing Muscles
- ☐ Tentacles
- ☐ Extrasensory Organs
- ☐ Vision Projection
- ☐ Keratin-Reinforced Internals
- ☐ Prehensile Nerves
- ☐ Fractal Brain

Frame Assets

Pick 4 Frame Assets and detail them, or use her Void-altered Frame Assets.

- ☐ Bonesteel Blade
- ☐ Ichor Gun
- ☐ Psychic Missiles
- ☐ Regenerating Flesh
- ☐ Ancestor Brain
- ☐ Nanomechanical
- ☐ Skimfins
- ☐ Bladed Tail
- ☐ Gorgon Extruder
- ☐ Meat-Pets
- ☐ Enormous Teeth
- ☐ Sensation Link
- ☐ All the Arms

Bonds

Harpies either have No Bond, a Personal Bond, or an Intense Bond. She begins with No Bond, unless she used to be a PC Girl, in which case she begins with that Girl's bonds.

Rules

Harpies use the same basic rules as Girls, with the following changes:

- She doesn't have superiors or Status, cannot be Punished, and does not gain Permissions.
- All her Assets are touched by the Void.
- She cannot **Check Her Sensors** or **Go-Off-Duty**, and never has to **Disobey Orders**.
- When she makes the **Keep your Head** play, replace "you are sexy enough" with "you are beautiful enough."

Identities

A Harpy may have up to 4 Identities total. Her base Identities are:

- Dangerous
- Free
- Laughing
- Living Dream

She may have any Identities that she had as a Girl instead.

Defeat Plays

When a Harpy's Frame has all its Assets damaged, she picks 1 of the following:

- ☐ Die with her Frame
- ☐ Shut down, trapping herself within her Frame. If she is left alone, she'll regenerate all Assets within a week. The Foundation will likely try to repossess her.
- ☐ Send a final message to a Girl over the comms as she makes her escape. Deepen their Bond.
- ☐ Grab a Girl with all its Frame Assets damaged and kidnap it. Another Girl may make 1 Play to stop her, or she'll escape.

Sin of Temptation

When a Harpy's Bond with a Girl Deepens to *Intense*, or Deepens while *Intense*, the Girl gains Void.

Sex Play

When a Harpy has sex with someone, she transforms them. If they make a play to escape once they realize what's happening, they gain Void. If they don't, they will become a Harpy in her arms.

REBELLION

In a world of six billion people, it is to be expected that not everyone would share the Foundation's ideology. It is as regrettable as it is inevitable. Most dissidence is relegated to algorithmically-suppressed social media posts governmentally-approved protest districts, but occasionally a group gets their hands on the parts and funding to build their own Vital Frames and send out their own pilots to cause some real damage.

> **Note:** Best practices are to keep your Girls away from any hint of rebellion. While Foundation conditioning and ideological differences are typically enough to keep them from radicalization, there's always a failure rate.

There are 3 currently-active rebel groups that are notable to the Foundation:

Mothers of Eden

A group originally rising out of protests against experiments with Gorgon DNA and human tissues. Their core ideology states that the process of piloting — plugging oneself into a Vital Frame and exchanging thoughts and fluids with it — renders someone subhuman.

Where the Foundation only legally does not recognize Pilot humanity (and in fact restores it post-retirement), Mothers of Eden believe that all Pilots, current or retired, are soulless Gorgon-spawn infiltrating human society.

They are primarily known for inciting violence against ex-Pilots, Mockingbirds in particular. Despite their hatred of Vital Frames, they do keep occasional prisoner-Pilots — typically kidnapping victims or retired Girls — kept drugged and surgically modified to be harmless outside their Frames, who they use to combat the Foundation.

The Gordon Paul's

A Gorgon-idolizing libertarian cult who believe their trillionaire leader, Gordon Paul, to be a living god who can commune with the Gorgons. They have established a several-hundred-person cult around him and his 'Angels,' women (sometimes willing, sometimes not) who are his pet Pilots that he uses to defend himself against assassination and the Foundation's enforcement.

The Gordon Paul's make internet entertainment from a floating and armed "influencer city" in the Atlantic Ocean, focused on spreading their philosophies in a digestible way. They regularly get in legal trouble from coastal authorities for various kidnappings, tax evasions, and other assorted crimes, but pay the fines with Gordon Paul's vast wealth (or let someone take the fall).

The Peace League

An almost-entirely-online group. Occasionally doxxes Foundation leadership or organizes disruptive protests, but their typical activity is arguing with each other on social media. They have yet to field a Pilot who doesn't immediately defect when offered a reward sum and a stipend, and so are considered a 'group of interest' rather than a specific threat.

REBEL

Rebels are mechanically similar to Foundation Pilots: they can make Girl and Frame plays, gain Heat, etc. For ease of play it is suggested that they don't have a Frame Playbook and instead just pick 2-3 Frame Assets from any playbook. They're only really important when you're fighting them anyways.

Assets

Pick 2 Girl Assets and detail them:

- ☐ Maximal Feedback Link
- ☐ Stimjector Implant
- ☐ Seraphim Core
- ☐ Radio Clicker
- ☐ Wireless Brainchip

Bonds

You start with an Intense Bond with your Rebel Handler.

Rebel Plays

Easily Broken

You are weak-minded. When someone marks a Tag of yours the second time, they get to choose whether you embrace it or reject it, and if you embrace it, they may choose what Identity it replaces.

When all your Identities (the ones you had from your current Handler) are gone, the first person you make an Intense Bond with becomes your new Handler.

Well-Informed

When you meet another Pilot, pick 2 that you already know about them:

- *Their name, age, height, genetic disorders, etc*
- *Their combat capabilities*
- *Their childhood*
- *Their internet history*

You can use these as Tags against them.

Illegal Girl

You are not legally allowed to pilot a Vital Frame or have a Link, and you are a wanted criminal. However, you *may* do the following:

- *Own guns or other personal property.*
- *Use any pronouns (although your Handler can still **Punish** you for using the wrong ones).*
- *Freely disobey orders from anyone who is not your Handler, regardless of their authority or Status.*

> **Note:** Lose access to this rule if you ever fall under the Foundation's control or custody.

Sex Play

When you have sex with someone, spend Heat and roll.

On an 8-10, you keep a hold of yourself. You can unmark all your Identities, and if necessary you can make your escape.

On a 11+, your emotions bleed into each other. Deepen your Bond with them, and choose 2. They choose 1 for themselves.

- *They erase one of your Identities.*
- *They give you a Tag.*
- *You can't leave unless they let you.*

On a 7-, they fuck your brains out. They erase 2 of your Identities and may Deepen your Bond.

> **Note:** *Directed to the Handler.* If one of your Girls tries to rebel and manages to join up with a rebel faction, you can make them take this Playbook.

Credits

Writing by Isabelle M.Ruebsaat:

- https://anxiousmimicrpgs.itch.io/
- anxiousmimicrpgs.bsky.social
- anxiousmimicrpgs on tumblr

Cover art by @mossandtwigs.bsky.social

Touchstone Media

- *Neon Genesis Evangelion*
- *86*
- *Armoured Core 6*
- *Mobile Suit Gundam: Iron Blooded Orphans*
- *Cross Ange*
- *Iron Widow*
- *WARHOUND*
- *Mobile Suit Gundam*
- *Mobile Suit Zeta Gundam*
- *Mobile Suit Gundam: The Witch From Mercury*
- *The Mechsploitation tumblr tag*

Bibliography

- *Monsterhearts*
- *Praise the Hawkmoth King*
- *Apocalypse Keys*
- *Apocalypse World*
- *The Expressionist Games Manifesto*
- *Seven Part-Pact*
- *Fellowship*

And additional thanks to:

- *The Creekside Community Centre*
- *The Dice Exploder Discord*
- *All my playtesters*
- *My fiancé and my girlfriend*

Patch Notes

2025/10/23

- General: Typo fixes, clarified wording around promotions and demotions throughout
- pg. 9: clarified that going off duty undamages assets
- Pg. 17. Creature Comforts Permission allows you to write a new Girl Asset
- Pg. 37 "A Hero You Can Believe In" makes you the Ace automatically
- pg. 78. Rewrote Harpy defeat plays
- pg. 84. Added to the credits
- pg. 85. Added patch notes

2025/10/29

- General: Fixed several spots where Intense bonds were called intimate bonds
- Pg. 6: Expanded How to Play section to be more helpful to people new to PbtA. Noted that you may spend 0 Heat.
- Pg 15. Clarified NPC bond wording
- Pg. 36. Added the **Vatgrown** Girl
- Pg. 70. Added the **Frantic** Handler

2025/11/07

- General: various typo fixes
- Pg 6. Removed references to Girl Names, put only "callsign"
- Pg 14. Clarified that only other players can mark your Tags unless otherwise specified
- Pg 14. Added new rules for Handler Tags
- Pg 48. Adjusted "Pandora" to reduce confusion and prevent too many gorgons from being birthed
- Pg 51. Changed planned Obsolescence to trigger when finishing missions instead of when going off-duty to account for going off duty multiple times without a mission between them
- Pg. 53. Clarified wording of "a Heavy Burden"